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There are tons of secrets around a place like Nintendo. There are security guards, computer passwords, identification badges, paper shredders - the whole works. All to keep the critical info. very, very classified. • But there is one place where a few things slide. And that's down to the writers at Nintendo Power. Nobody gets more comprehensive game reviews, previews and information on Nintendo 64 than they do. • Except you, if you become a subscriber. • For just \$18.00* a year, you can pick up 12 issues of Nintendo's most



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MORE N64

The fun starts here! Turn to page 11 and learn why the Nintendo 64 is the ultimate fun machine. This month's issue is packed with 31-pages of games for the N64. Exclusive, insider information and photos galore!



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OLYMPIC SUMMER GAMES

Take aim and jump, sprint and waltz to Olympic gold in Black Pearl's Olympic Summer Games for the Super NES.



Pg. 46

KEN GRIFFEY JR.'S WINNING RUN

The road to the World Series begins in the front office. Check out the winning trade strategies.



Pg. 54

LUFIA II: RISE OF THE SINISTRALS Part Two



The war against the Sinistrals continues as Epic Center sets sail for the eastern continent in Lufia II.

Pg. 66

PLAYER'S PULSE

Nintendo Power readers are an incredibly creative bunch. Just take a gander at the extremely excellent envelope art that appears every month in these pages!



Hi Ratings?

I love your magazine! I just switched over from Game Pro to your magazine because I, along with many people, think that Nintendo products rule over all other video gaming products. But, there is one thing I would like to see in your magazine: a rating system. If you added one, your magazine would be flawless! Keep up the good work!

Giuncarlo Dozzi
via America Online

Take a look at the back of the *Now Playing* section, Giuncarlo, where our fearless staff members pick their fave games every month. You'll also see the Power Meter Ratings, as determined by our Game Testing Dept. The folks there rate each game in four categories: graphics and sound, play control, challenge, and theme and fun.

Virtual Landsc

I would like to start by saying that Virtual Boy is awesome! I love it. It is like nothing else on the market. I placed an order for a Virtual Boy a month and a half before it even came out. My wait was over on August 18 when the store called me at work and said my Virtual Boy had arrived. After the call, time went by very slow. After checking

out, I rushed out to pick it up and three games: Telebomber, Galactic Pinball and Red Alarm. After I finished reading the manual, I put my head into three dimensions and "boom!" The experience was better than I expected. It ruled! I chose the Virtual Boy over the two 32-bit systems because (1) The Virtual Boy is unlike any other system out on the market. (2) When the Nintendo 64 comes out, the two big 32-biters are going to be old toys. (3) I am patient. I am waiting for the Nintendo 64 because good things come for those who wait. I was wondering if you guys could e-mail me information about future Virtual Boy games and possible release dates.

José Solórzano
Metairie,
Louisiana

Thanks for the pleads! Josif's upcoming Virtual Boy titles include *Dragon Hopper* and *Bound High*. *Dragon Hopper* will combine action and puzzle elements, while *Chalva*, the high-stepping star of *Bound High*, will remind Kirby fans of their favorite round mound of rebound. For the most up-to-date release info for all games, check out Pak Watch in every issue!

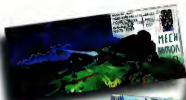
Arena Admirer

What do I think of the changes to Arena? I think they're great! The Battle Zone is an excellent idea. Now we can see which part of the Power Region sent in the most points! Arena Online?! Awesome! I can now see all of the all-time records without having to dig through 15,000 issues! Not only do I like the changes to the Arena, but I also like the changes to the rest of your mag! I was hoping you would fix



Giuseppe di I.
Agent Top Irregular
Lido City—New York, NY
John Starnish—Peaches, MI
Jim Costello—New York, NY
Age 11 (no action)
Larry Belmont—Scranton, PA
Michael—Ogden, UT
Richard—Los Angeles, CA
Richard—London, England
Richard—London, England
Richard—London, England
Richard—London, England





up Classified Info. The style you had was getting old and boring because it was basically the same look you always had. Thank you for adding another page to Player's Pulse. Other than the game reviews, Player's Pulse is arguably the most important part of your mag. Well, thanks for the changes.

Andrew Klawan
Indianapolis, Indiana

Canada Online?

In the Volume 82 Player's Pulse, Lamont Johnson asked if you could expand Epic Center. Your suggestion was to go to Nintendo Power Source on America Online and find tips and stuff there. But what if you live in Canada? I still want to get tips and stuff but can't because I don't belong to America Online.

Geordan Robertson
via the Internet

ACL recently expanded into Canada. To sign up, check the directions under the Phone Directory on page 9.

Hi 2: Thumbs Down

I saw Killer Instinct 2 in Volume 81. From what I saw I have only one thing to say...crappy! It absolutely totally looks 16-bit. Not

only that, also the characters look totally unoriginal and only a couple of new characters have been added and they look like messed-up rehashes. Plus you said there was some sort of new 3-D animation feature for the hair, yet the hair looks the same as the hair in Killer Instinct 1.

Kelly James Griffin
Minneapolis, Minnesota

Hi 2: Thumbs Up

When I first saw Ki 2 in your magazine, I thought it would stink. Then I played it. I couldn't believe it. The animation was smooth. Jago's hair was moving! The colors were perfect. It was amazing. It wasn't the price of crap I expected.

Derek Miller
Tonawanda, New York



Hi 2: Is Cool

I have had a chance to play Ki 2 in the arcade and I think it was overall a pretty awesome game. It was a lot harder than Ki but I still liked it a lot with all the new moves. February's Ki 2 article was informative and very helpful.

Jennifer Spurgeon
via the Internet

Hi 2: Yahoo!

In Volume 82 you asked us readers if we had a chance to play Ki 2 in the arcade and if we liked it. Did I like it? I hated it! NOT!!! It was the best! You guys probably couldn't make a better game!

Aaron "KJ" Hoeftel
Defiance, Ohio

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Special Thanks
Griffon Advertising

VOLUME 85 JANUARY 1995

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PLAYER'S PULSE

Tag-Team Boredom

I'm writing to tell you about my PlayStation. It sucks. To get it, I sold my Super NES and games and charmed in an extra \$200. And that's just for the PlayStation. No games, just a sorry demo disk. I wish now I had kept my Super NES because I see all those cool games for it. All the games for PlayStation have weird graphics and they are soooooo boring. Galaga for Game Boy is more fun than any of them. Have you seen their two player deal where you need two TVs, two PlayStations, the two-player hookup, and two copies of the same game? If you've got an extra \$10,000 and a big room you can play a two-player game like Wipeout, or you might have more fun sharpening 10,000 pencils. I'm warning everyone the only thing you are not ready for is getting rid of your Super NES. Well, I gotta go, I've still got 9,999 pencils to go.

Brian Mackey
McKinney, Texas

Super Yoshi's Island!

Super Mario World 2: Yoshi's Island is THE best side-scrolling game I've ever played. The graphics are the best I've seen for a Super NES Mario game, as well as the animation, which is almost as smooth as Donkey Kong Country. Putting in the FX² chip was a great idea, for the huge bosses and scaling effects used throughout the game. I'd have to say my favorite

boss is Raphael the Raven, since the whole screen rotates 360° with no slowdown. When I first heard about Yoshi's Island, I thought it was just another Mario game. Boy, was I wrong! When I rented it, I got blown away! I knew I had to buy this awesome game. It was totally genius to make percentages on the levels to obtain a bonus stage at the end of each world. This made the replay value very high. I am completely overwhelmed by the dedication and work you have put into this game. You guys made me realize how fun platform games can be. Give my compliments to Mr. Tezuka, Mr. Miyamoto, and Mr. Yamauchi, and keep making the greatest video games possible!

Ryan Barrett
Midlinton, Ohio

Thanks for the Help

I am one of the lucky ones who has been subscribing to your mag since day one. Lately you have been printing letters that made me realize how cool your mag really is. I am happy to see in each and every one of your issues the absence of video game ads. Most ads are of games I won't ever consider buying. Another



plus on your part is that I only own Nintendo products so I can rest assured that all the games you talk about are for the Super NES, Game Boy or Virtual Boy. Finally I know I can always rely on your highly superb reviews of the games I think look interesting. Thanks for the years of good gaming info!

Andy Parrish
via America Online

Fighting Words

Is it possible if I can get all the moves and secrets for KI 2?

Konnan S. Ortiz
via the Internet

We're still finding new moves, and we've been playing the game for 3 months! Bear assured, if we uncover any more nuggets of KI 2 wisdom with passy 'em along. In the meantime, peruse the special KI 2 articles in Volume 81 and 83.

Adves. Nester Awards

I just received your March issue, and was appalled when I opened it to the Nintendo Power awards. Now I realize that you canceled the Howard and

Nester canon long ago, and therefore calling the awards "Nester" wouldn't make any sense to your new readers, but this is a longstanding tradition in your magazine, your last one I might add, and it disappointed me to see it disappear.

Dennis Bachman
Vienna, Austria

Ad Adversary

In Volume 83 of Nintendo Power, Joel Stroup wrote how much he appreciated that Nintendo Power is a clean magazine. Another popular video game magazine, which shall remain nameless, contained such appetizing ads as a close-up shot of a crushed bumblebee between someone's teeth and a couple of kid's butts hanging out of their shoes (note ad for a base-jump ball game. L. 100, would like to say "Thank you" for keeping your magazine neat and free of advertisements.

Michael Weyandt
via America Online

Corner Complaint

I am complaining about Volume 82's "Cornercoolest." Corner: I've never seen as many lame questions in my life! The DKC 2 and Yoshi's Island questions were horribly lame! Why did you print these?

Ryne Schillinger
via America Online

Player's Poll Winner

KOMBAT CRAZY

Volume 75 Grand Prize Winner Beau Eckermann of Montgomery, Alabama, jetted to Houston to collect the perfect prize for a Mortal Kombat fan: VIP seats at the MK3 Live Show in the Astro Arena. Afterward, Beau bobbed with the cast of real-life martial-arts experts. Fortunately, they didn't demonstrate any of their closing moves on him. Capping Beau's once-in-a-lifetime experience were primo seats at a Rockets game and a jaunt through the Johnson Space Center; where he and his mom, Nancy, took the controls of a Space Shuttle simulator. Beau's whirlwind tour left him breathless, except for three words: "Outta this world!"



Hey, Ryne — These are the most commonly asked questions received by our Game Play Counselors. By answering them, we figure we're saving game-players a lot of calls to our GPCs. Just another benefit you get with your subscription to Nintendo Power!

Once Upon a Time

Is it true that Nintendo began producing playing cards in the 1880s? Seems hard to believe that such a small business could have escalated into the number one home entertainment platform.

Dan Doll
via the Internet

You're right, Dan. While waiting for the machine to be invented, the Yamauchi family plunged headlong into the playing card biz. They've been providing top-notch home entertainment ever since.

Centennial Celebration

What will be in your 100th issue? I love your magazine, it's great.

Joe Smith
via the Internet

Right now, our plans include: 1) Secret e-mail addresses of every fighter in *Kl 2*; 2) Yoshi's favorite scudbi recipes; 3) An exclusive interview with

the last person in America playing the Sega 32X. That is, if Gerardo doesn't beat us to him. Of course, we're always open to suggestions!

Fowl Band

I was deeply offended by your "Creative Use of Poultry" headline in Classified Information for Volume 82. Chickens will

one day rule the world and you should apologize before it's too late!

Death Chicken
via X-Hand Video Game Network

Click all you want, Death Chicken. We're not afraid of your fowl plans. It's the ducks that we fear! Quack!



WRITE AWAY RIGHT AWAY!

Enjoy your exclusive sneak peek at hot games coming soon to the Nintendo 64. It's only in this month's Nintendo Power. Then, send us your artistic interpretations of these "Gotta Have" games!

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Lots of pre-recorded help:

Any Super Mario Bros. game for the Super NES or NES, including Yoshi's Island and Super Mario RPG. Also any Zelda game, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, Earthworm, Broken of Fate, Super Metroid, Secret of Castles, Breath of Fire, Streets of Fire II, Chicken Trigger, Final Fantasy III, Drunken Kong Country, Drunken Kong Country 2, Drunken Kong Land and Super Peach Out!

ALSO:

News about hot new games, CD's, the Nintendo 64 & other cool stuff. This call may be long distance, so before you call, it's best to get permission from whoever pays the bill.

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POWER CHARTS

One of the fastest-rising games in chart history, Super Mario RPG rockets to the number two slot in only its second month of release. Meanwhile, word-of-mouth has made a sleeper hit out of Tetris Blast for Game Boy. Make your voice heard by sending in your Player's Poll card. You'll enter a great contest at the same time!



SUPER NES TOP 20

RANK	GAME	COMPANY	JULY '94	AUGUST '94
1	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	1	8
2	SUPER MARIO RPG	Nintendo	6	2
3	KILLER INSTINCT	Nintendo	8	12
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	3	53
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	4	8
6	CHRONO TRIGGER	Square Soft	2	11
7	FINAL FANTASY III	Square Soft	5	18
8	DONKEY KONG COUNTRY	Nintendo	9	20
9	MORTAL KOMBAT 3	Williams	13	8
10	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	NEW	1
11	SUPER MARIO KART	Nintendo	12	38
12	SUPER METROID	Nintendo	7	26
13	EARTHWORM JIM 2	Playmates	10	8
14	FINAL FANTASY II	Square Soft	-	43
15	MEGA MAN X3	Capcom	11	4
16	SECRET OF MANA	Square Soft	20	18
17	BREATH OF FIRE II	Capcom	-	2
18	OGRE BATTLE	Enix	-	6
19	MORTAL KOMBAT II	Acclaim	-	18
20	DOOM	Williams	-	8

MOST WANTED

1. NINTENDO 64
2. CRUISE USA (N64)
3. KILLER INSTINCT (N64)
4. SHADOWS OF THE EMPIRE (N64)
5. DOOM (N64)
6. X-BAND MODEM
7. MORTAL KOMBAT TRILOGY (N64)
8. SUPER MARIO RPG
9. VIRTUAL BOY
10. DRAGON QUEST VI



GAME BOY TOP 10

RANK	GAME	COMPANY	JULY '94	AUGUST '94
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	38
2	SUPER MARIO LAND 2: A THUNDER COURSE	Nintendo	6	44
3	DONKEY KONG LAND	Nintendo	2	17
4	METROID II: RETURN OF SAMUS	Nintendo	3	54
5	TETRIS	Nintendo	4	44
6	KILLER INSTINCT	Nintendo	-	6
7	GALAGA/GALAXIAN	Nintendo	-	6
8	WARIO LAND: SUPER MARIO LAND 3	Nintendo	7	23
9	DONKEY KONG	Nintendo	9	22
10	TETRIS BLAST	Nintendo	NEW	1

TOURNAMENT FIGHTERS

Are you craving for a bit of virtual brawling? Then check out the top five Super NES fighting games, as voted by Nintendo Power readers. When you're ready, strap on your controller and jump into the ring!

1. KILLER INSTINCT (NINTENDO)
2. MORTAL KOMBAT 3 (WILLIAMS)
3. MORTAL KOMBAT II (ACCLAIM)
4. WWF WRESTLEMANIA: THE ARCADE GAME (ACCLAIM)
5. MORTAL KOMBAT (ACCLAIM)



VIRTUAL BOY TOP 5

RANK	GAME	COMPANY	JULY '94	AUGUST '94
1	WARIO LAND	Nintendo	1	8
2	MARIO'S TENNIS	Nintendo	2	8
3	GALACTIC PINBALL	Nintendo	4	8
4	MARIO CLASH	Nintendo	3	6
5	GOLF	Nintendo	-	3



NINTENDO⁶⁴



**POWER
PLAYS THE
GAMES**

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THE FUN MACHINE

THE FUN MACHINE

AN EXCLUSIVE WORLD TOUR OF THE FIRST NINTENDO 64 GAMES.

FOCUSING ON FUN

As the Nintendo 64 makes its North American debut at E3, the brightest spotlight will be cast on the games, not the machine. After all, nobody buys a video game system just because it has Z-buffering. You buy it for the games. You buy it for the fun. Nintendo Power covered the world, from Japan to Europe, to bring you exclusive information and the latest screen shots for the first crop of games. Virtually everyone who has seen the N64 agrees that it is the most sophisticated video game system in the world. Let's face it, it's incredible. But how does

"ULTIMATELY, IT'S THE SOFTWARE THAT MAKES A SYSTEM GREAT, AND THAT'S WHERE NINTENDO HAS ALWAYS EXCELLED."

MIKE RUSSELL, VP THIRD PARTY DEVELOPMENT, WILLIAMS ENTERTAINMENT

the technology translate into fun? That's not such an easy question to answer. We talked to some of the principal players in the Nintendo universe, asking "what makes the Nintendo 64 the ultimate fun machine?" In particular, we talked to Shigeru Miyamoto, the creator of Nintendo's Mario and Zelda games and the guiding light behind the

development of many of Nintendo's N64 games. The answers we got were all over the place. Some were even in the next room, hiding in a box labeled, Caution: No Winking, whatever that means. So what makes the N64 more fun than previous video game systems, or roller coasters, or Neil weapons? The answers lie in the next 32 pages. Have fun winking them out.



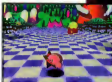


A WORLD IN A BOX

One of the goals of the world's leading game creator, Nintendo's Shigeru Miyamoto, has always been to create worlds in miniature, worlds in which the player can enter and explore the unknown. Games for previous video game systems such as the NES and Super NES allowed players to peek into that world, but it was a distant view. "The Nintendo 64 allows me to make a complete miniature world in a box," Miyamoto told us. "I am finally able to complete this dream." The difference between previous game systems and the N64 is that the player seems to be in the box with the game world.

The 3-D perspective draws you in so that you are moving about in the video world and the incredible graphic quality makes that world look real.

Henry Strchu, one of the top game evaluators at Nintendo, compares the experience of the N64 to earlier video game systems. "When Super Mario was released in '85, it was fun just to watch Mario move and make him run and jump on the screen. Since then, I've made Mario run and jump a million times and thought nothing of it. The first time I picked up the N64 controller and played Super Mario 64, I was astounded at how fun it was to make Mario run and jump again. I would run Mario around without purpose just to interact with the environment. The N64 puts Mario in a realistic 3-D environment and gives you true 3-D control of his movements." Part of the magic of these miniature worlds is that variety. You can step into a fantasy world such as the Mushroom Kingdom or enter the gritty, futuristic world of Blast Corps in which you drive heavy



duty demolition vehicles. But the key is that you are inside the world and you can interact with everything in it, unlike the older generation of games with their 2-D movement and non-interactive backgrounds.



"THE POWER OF THIS MACHINE, ALTHOUGH FAR BEYOND THE COMPETITION, IS IRRELEVANT. THE TRUE POWER OF THE N64 LIES IN THE GAMES. AS ALWAYS, IT'S NINTENDO'S GAMES WHICH DEFINE "FUN"; THIS IS MORE TRUE THAN EVER WITH THE N64!"

—KEN LOEB, DEVELOPMENT MANAGER, NINTENDO

THE ARTISTS

Nintendo's philosophy has always been to make the best games in the world, whether why it introduced new hardware such as the NES only when the new system allows a quantum leap in game play. The hardware itself is like a blank canvas—full of potential but useless without the imagination of an artist. In the case of the Nintendo 64, the best artists, programmers, composers and designers from Japan, North America and Europe will be working on bringing the 64-bit canvas to life. Some of the names will be new, such as Paradigm and Angel, but many top developers such as Rare, LucasArts and Williams have made the 3-D leap, as well.

Nintendo

Williams



PARADIGM
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ANGEL STUDIOS

CONTROL FREAKS

Fun often begins with freedom. In the world of Nintendo 64 gaming, that freedom takes many forms, but perhaps the most important freedom is the intuitive ease of control within the game environment. The revolutionary controller design with its analog Control Stick gives players unprecedented freedom and uncanny precision to their movements. With the N64, you can inch forward or charge ahead. For the first time, game developers can mimic real-life motions to every detail. Super Mario 64 allows



to allow their virtual James Bond the ability to aim anywhere, to climb steps one at a time, to duck and cover and to look in any direction. "We want it to seem realistic," says Duncan Borwood, the game's designer. "We want it to be a genuine experience, and that includes having Bond move like a real person." The versatility of the new controller can't be



the feeling of the flight simulation is very realistic. You can glide down from the top of a mountain, for instance, then turn around and look back up at the peak and say, "Hey, I was just up there." It's that real."

"IT'S TOTALLY DIFFERENT FROM EXISTING 16 AND 32-BIT VIDEO GAME SYSTEMS. YOU CAN SEE THE DIFFERENCES FROM THE FIRST MOMENT YOU PLUG IN SUPER MARIO 64."

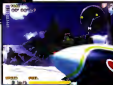
MINORU ARAKAWA, PRESIDENT OF NINTENDO OF AMERICA

players to control Mario in more ways than ever before. "This world is a completely new environment for players," Miyamoto says, "and our goal is to give them a totally new experience. In fact, that is the goal for all N64 game development. After a few minutes of getting used to the new controller, players will love it." The developers of Goldeneye 007 at Rare are using the advanced control capabilities

unemphasized. Not only does the Control Stick give players awesome character control, it also gives them superb control of vehicles. Nintendo's Wave Race 64 recreates the pole control and weight shifting necessary to ride a water craft as it speeds over the waves. In Pilotwings 64, the Control Stick becomes the perfect flight yoke, allowing pilots to wing their way between canyon walls and city towers. "It's difficult to explain," says Miyamoto, "but

ONLY THE BEST

Ultimately, development of great games for the Nintendo 64 depends on the people who are creating the games. The N64 has attracted the most talented game designers from Japan, North America and Europe. Nintendo's in-house development teams include the creators of blockbuster hits such as Yoshi's Island, Super Metroid and The Legend of Zelda: A Link To The Past.



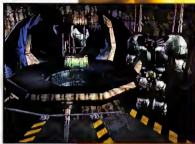
Rare Ltd., in the U.K., stunned the world with mind-blowing ACM graphics in Donkey Kong Country, Killer Instinct and DKC2. Williams Entertainment dominates the coin-op world with smash hits such as NBA Jam and Mortal Kombat. LucasArts Entertainment performs magical feats in bringing Star Wars to life. DMA Design excels at innovative games such as Lemmings and, now, Body Harvest. The list goes on, with high-powered development teams working on exclusive N64 projects at Acclaim Entertainment, Electronic Arts, Virgin Interactive, Time Warner,

Paradigm Simulations, Software Creations, Ocean of America and Angel Studios. In Japan, more than 80 titles are in the works for the N64 from top third-party publishers.

There are sports titles, adventures, fighting games, epics, puzzles and creative explorations. And that's just the first crop of games. According to Mike Abbot at Williams Entertainment, the future will hold almost unimaginable new games. "Nintendo's read/write bulk device can lend itself to new game

designs never before seen." Mr. Miyamoto agrees. He sees vast games for the 64DD disk accessory in which every element can be customized and stored for future play. "Even seemingly insignificant elements in the game world, such as crystals growing out of the ground, could have memory," he explained. "If you cut it with a sword, it might slowly grow back after a certain time. It will all seem very real." Now, it's time to step into the future of video games. On the following pages, you'll see many

never-before-published scenes from the N64 games in development from Nintendo and the Dream Team. The countdown has begun.



"NINTENDO 64 GAMES PUT YOU INSIDE A WORLD LIKE NO GAMES HAVE DONE BEFORE. YOU ACTUALLY FEEL LIKE YOU'RE STANDING ON SOLID GROUND, OR FLOATING IN THE AIR, OR SWIMMING IN THE WATER. EVERYTHING HAPPENS SO QUICKLY AND SEAMLESSLY IT ALMOST LOOKS TOO GOOD."

DAN OWSEN, DEVELOPMENT MANAGER, NINTENDO



"...THERE ISN'T ANYTHING ELSE ON THIS PLANET THAT ALLOWS PEOPLE WHO ENJOY INTERACTIVE ENTERTAINMENT TO PLAY WHAT REALLY IS THE 'ULTIMATE' VIDEO GAME. MR. MIYAMOTO'S LATEST MASTERPIECE, SUPER MARIO 64."

HOWARD DUNN, CHAIRMAN, NINTENDO OF AMERICA

SUPER MARIO⁶⁴

YOUR WORLD WILL NEVER BE THE SAME. THE NEW GOLD STANDARD IN VIDEO GAMES HAS ARRIVED.

THE FUTURE IS NOW

The Super Mario 64 preview at last fall's Shoshinko trade show created a sensation, as fans from all over the world oohed and aahed at the stunning scenes of Mario scampering about a gorgeous 3-D world. Nintendo Power has scored an exclusive look at the nearly completed Japanese version of the game, and we're even more bowled over this time



around! Super Mario 64 is packed with brain-boggling brain teasers, bruising battles and daunting obstacle courses that will send Mario fans straight to game-playing nirvana. Steer in the finest 3-D graphics ever cranked for a video game and a sound track that's sweet music to the ears, and what do you have? The new gold standard in video games!

STELLAR STORY

The action requires Mario to grab Power Stars by exploring the Princess's eerily empty castle. There are at least 100 of these indecent beauties tucked away in Super Mario 64. But this simple description fails to do justice to the sheer brilliance of the game.

Mario creator Shigeru Miyamoto and his team at Nintendo Co. Ltd. have let their imaginations run wild.

The result is nothing less than a revolution in video games: No longer restricted to a 2-D world, Mario zooms freely through grassy meadows, gloomy castles and even sunny skies. Each world opens up to wondrous new levels and those, in

turn, lead to even more areas that are utterly unlike anything you've ever seen. Leaping through a picture of swimming fish, Mario lands himself in a watery maze. A giant scallop threatens to gobble Mario at any moment, while seaweed bobs on the maze's floor. Sharks and other sea creatures suddenly rush forward from the gloom, while schools of angel fish change course to follow Mario.

Another picture plops Mario down outside a looming castle, lit by a full moon high in the night sky. Big Boos haunt the castle, but you've never seen ghosts like this before! They flicker and fade through walls, only to reappear when Mario least expects them. Pressing on, Mario unlocks a secret passageway hidden by a bookcase. Now Mario will have to find a 3-D key, insert it in the lock and turn.





A VIEW TO A THRILL

Exploring *Super Mario 64* is as easy and natural as a Mario backflip. That's because the N64's controller lets you view the action from any angle. With a tap of the trigger, you can zoom in or out, swivel around to see what might be sneaking up from behind and even soar way up high for an aerial view. As for Mario himself—well, you've never seen him move in



Mario must surmount a slew of superadvanced obstacles. His new skills include the ability to hide behind objects.



No baby steps here! *Super Mario 64* makes a giant leap forward in video-game fun.

"THIS IS THE BEST GAME OF THE MARIO SERIES. IT OFFERS MANY OPTIONS FOR THE INDIVIDUAL PLAYER."

—SHIGERU MIYAMOTO, MARIO CREATOR

so many ways and with such grace. Thanks to the analog control stick, Mario can move at any speed from a tip-toe to a sprint. He can also crawl, cartwheel, do the long jump, kick off a wall, swim, dive and ride a magic carpet.

Mr. Miyamoto and his team have filled *Super Mario 64* with brilliant game-play features, but they haven't forgotten the telling details. When Mario skids down a chute, his pants heat up, then burst into flames. When the plumber gets pooped, he gulfs his hat and mops his brow. When he runs, you can hear his feet hitting the ground, and when he stops, he kicks up a small cloud of dust. *Super Mario 64* even includes a flight simulator! Wearing a winged cap, Mario soars over, under and around a rainbow. Whenever he dodges an obstacle, he yells "Yippe!" Which is precisely what players will yell when they get their hands on this solid-gold game!



Great 3-D graphics mean enemies can attack from any angle. Note the shadows and other accurate lighting effects.

BLAST CORPS™

**WHEN YOU DON'T WANT TO NUKE IT,
KNOCK IT DOWN WITH THE MOST
DESTRUCTIVE DOZERS IN THE WORLD.**

a NUCLEAR BLAST

Nintendo's Blast Corps for the Nintendo 64 asks the question: Can the average speed-crazed gamer be trusted with heavy equipment and the fate of the world? Early indications are that the answer is yes. Your mission is simple: A mobile missile carrier trundles across

demogod. You can also save civilians and scientists along the way. What you have in your favor is the Blast Corps, a company of high-tech urban demolition experts and their awesome arsenal of destruction. Rescued scientists help the BC design newer and better diggers that will be ready later in the game. Other goals include racking up the insurance money for the buildings you knock down and activating

Radiation Dispersal

Units along the path of the missile carrier.

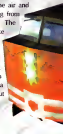
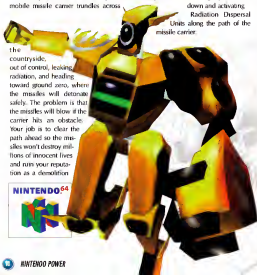
the countryside, out of control, leaking radiation, and heading toward ground zero, where the missiles will detonate safely. The problem is that the missiles will blow if the carrier hits an obstacle. Your job is to clear the path ahead so the missiles won't destroy millions of innocent lives and ruin your reputation as a demolition

NINTENDO 64



LIFE IN THE CORPS

Blast Corps (originally called Blast Digger) puts you in control of various "diggers" that players use to crumple buildings, flatten vehicles and mop up stray missiles that might cause the missile carrier to explode. Each digger can be used in different ways to destroy obstacles, but there is generally only one efficient demolition style for each digger. The Ramdigger, with which you begin the game, is a straight-ahead basher. The dump truck, or Backlash, has extra armor packed into the rear part of the truck to effectively destroy buildings with the Backlash, you need to skid around and slam into the wall with the back end of the truck. The Skyfall buggie has all of its armor on the bottom of the chassis. If you catch some air and slam down on a building from above, you'll crush it. The Thunderfist looks more like a robot than a vehicle, but it is actually a sophisticated wrecker controlled by a daring driver. The best means of attack is to launch yourself into a forward roll to take out buildings.



DESTRUCTION IS FUN

Blast Corps, when completed, will have somewhere around 60 stages, including bonus stages in which you'll use a wide assortment of other vehicles. The Blast Corps team also emvisions stages that may require you to build things rather than destroy them. For instance, a crane might be used to build a bridge across a trench that would otherwise destroy the carrier. Other bonus areas might feature activities such as racing up a mountain in order to leap off the top. In some of the areas, you'll learn techniques that can be used elsewhere in the game, but some of the bonus areas will just be there for fun. Chris Stamper, who found-



These Allies scenes show 3-D stages of Blast Corps, but without the figures. You'll find all sorts of other vehicles in the game, including cars and trains.

"IF YOU MAKE A GAME IN WHICH YOU KNOCK THINGS DOWN, IT WILL BE FUN."



CHRIS STAMPER, RARE

ed Rare along with his brother, Tim, reportedly once said, "If you make a game in which you knock things down, it will be fun." Not exactly Mother Teresa, but true enough. "These are the ultimate Tonka trucks," says Martin Wakeley, the designer of Blast Corps at Rare Ltd. "And they blow up. What could be better than that?" Yes, indeed, destruction is a wonderful thing.



The outhouse was 1 in very good place to take in Jurassic Park, and it's so safer in Blast Corps. Everything on the screen can be knocked flat.



The terrain in Blast Corps ranges from hills to flat, with pits and dips thrown in to make things interesting. Your digger can cover any territory.

STAR WARS

SHADOWS OF THE EMPIRE™

A NEW HOPE HAS DAWNED, BUT THE FINAL VICTORY IS YET TO BE WON. HEREIN LIES A TALE OF THOSE WHO FIGHT IN THE SHADOWS OF THE EMPIRE!

AT THE MOVIES

Past adaptations of the Star Wars saga to various video game platforms were exceptional achievements, lauded by players and critics alike. But what sets *Shadows of the Empire* apart from its forebears is its ability to instill that "at the movies" feeling in all those who are lucky enough to experience it. Playing this game is almost like watching a previously undiscovered Star Wars film, which is exactly the effect the LucasArts programmers are striving for. Even in its

unfinished state, the game transports the player lock, stock and lightsaber to that now familiar galaxy far, far away.

Though the soft-edged explosions, textured walls and surfaces, moving light sources and other attention-grabbing graphics effects are marvelous, they're only one part of this immersing experience. The LucasArts staff have created a totally believable universe that not only looks right, but feels right. Like the film producers and directors before them, the programmers paid special attention to the smallest details of their product's design. The same suspension of disbelief that allows you, at least briefly, to believe in a movie with droids and hyper-speed spaceships is also at work when you play this game,

but only because the developers have done their homework. From the varying textures of rocks, metal and cloth to the menacingly intelligent actions of a massive Imperial walker, every element looks natural and behaves logically.

The basic premise of most games is to battle enemies and overcome obstacles, but unlike what you'll find in a lot of other titles, the puzzles and perils in this game don't feel contrived at all. One particular death trap, for example, involves a paddle wheel that looks like it's floating in the sewer system you are exploring. It is a hazard, to be sure, but it seems to be a logical part of the environment, rather than just an obstacle that has been deliberately placed in your way to give you something to do. Subtlety is the key to believability here.



USING THE FORCE AND MORE

Obviously, none of this would be half as entertaining if the action weren't fast and furious and believe us, it is. There seem to be few lulls in the game, and the pacing of the action keeps you moving, thinking and reacting constantly. This creates that state of mind that movie players refer to as being "in the zone," where the player truly becomes an interactive experience. You'll swear that you can feel the heat on your face as you steer your Snowspeeder through following explosions in the skies above Hoth, and you'll tap and pedal in your seat as you try to speed-jockey the fighters from the gunnery station aboard your speeder.

All of these elements and more combine to create a gaming experience that many rumored PC products would be hard-pressed to match. Backed by a rousing soundtrack and terrific sound

"WE'VE UTILIZED THE RAW POWER IN THE N64 TO THE FULLEST IN SHADOWS OF THE EMPIRE!"

MATT DILL, LUCAS ARTS AND ENTERTAINMENT CO.

effects, *Shadows of the Empire* promises to thrill and awe with the same sense of awe, wonderment and sheer exhilaration you felt the first time you saw *Star Wars*. And for other video games we suggest you be all about it!



So if you're about complete freedom of movement throughout the game, even the gunnery stage allows you to look up and down as well as rotate 360 degrees. Repeating patterns can make surfaces and backgrounds look flat and unrealistic. The designers took the time to "dress" sets with unique, jarring-breaking details.



DOOM⁶⁴

**IT'S A DOOM YOU CAN'T IGNORE.
IT'S THE DOOM OF THE DECADE.
IT'S DOOM FOR THE NINTENDO 64.
PREPARE OR PERISH.**

YOUR DOOM IS CAST

You are alone. Purple clouds stream across the alien sky. The Bull Masters have been hunting you relentlessly for days. If it weren't for your own cunning and the fortunate discovery of some medical kits in a hidden wall panel, you would have joined the rest of your doomed space marine squad by now. Do you feel lucky? You should, because this is the most electrifying experience you can get from 110 volts short of licking the outlet.

Welcome to Doom for the Nintendo 64. Williams Entertainment is crafting a unique vision of the ID Software game that defined a new genre of 3-D action. Every stage has been redesigned and the action blazes with speed. The game also combines spectacular graphics with haunting sound and more varied play than any previous version of Doom. What remains the same is the premise of one space marine facing a nightmare of mazes, alien fiends, traps, puzzles, tempting new technology and perhaps, if you're exceptionally lucky, clever or quick, survival at the end of the day.

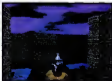
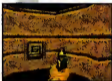
NEW HORRORS

As you move through the labyrinth, hunting and being hunted, the speed and smoothness of the animation leaves you breathless. Players will find more puzzle elements than in any previous Doom game, making the experience more than just a white-knuckle challenge of reflexes and stamina. The dozen or so different breeds of aliens have bigger brains, as well, which is to say that they will have more refined A.I. to help them track you down and squish your frail, human ego. With the help of the

Control Stick, you'll have far greater control over your movement than in earlier PC and console versions of Doom.

You'll be able to tip-toe up to corners or sprint through ambushes. The team also hopes to make use of various perspectives in the game's twenty or more levels. As for hidden stuff, Doom 64 programmer Aaron Seeler promises, "Lots of stuff in every level."

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**"EVERYTHING ABOUT THE GRAPHICS
AND PLAY HAS BEEN PUMPED UP."**

STEVE GILMAN, LEAD ARTIST, WILLIAMS
ENTERTAINMENT



SO PRETTY IT HURTS

Not enough can be said about the look of Doom 64, particularly in comparison to earlier DooMs for other video game and computer systems. Suku Gilman, the lead artist on Doom 64, describes the effort like this: "We've taken familiar Doom themes and enhanced all of them for the N64. Everything about the graphics and play has been pumped up." The play on the Nintendo 64 is the fastest and most furious of any Doom, as you would expect,

but it's all taking place in an incredibly realistic and diverse set of stages. The

team of texture map artists has created a look based on the traditional Doom themes of space and inferno, but they've also created some new looks such as an area flavored by ancient Egyptian motifs. The sound is also

amazing. Aubrey Hodges,

the composer and sound effects designer for the game, has created a haunting soundtrack for Doom 64 that will keep you sweating. "If it makes your hair stand on end, it's working," he said about his work. Any Doom fan worth his or her chainsaw had better get used to the feeling—or shave their heads.



Only one area was new for women gamers at press time, and it was very dark. These shots have slightly reduced lighting.



The stone bars feature bump maps, or texture maps that make extensive use of shadowing so that they don't appear flat.



High definition rendered enemies won't jibe into even of close range. You can almost see their teeth.



BODY HARVEST™

YOU'RE ADAM DRAKE, A ONE-MAN SWAT TEAM TRIPPING THROUGH TIME TO CRASH AN ALIEN DINNER PARTY!

THE FOOD FIGHTS BACK

A certain breed of video-game connoisseur loves nothing more than driving fast and blowing up everything in sight. Yee-hah! Scottish developer DMA has taken the high-end graphics and blazing speed of the Nintendo 64, poured on a barrel of adrenaline and come up with a scream-a-second thrill ride that's a real 3-D blast.

The plot gleefully mixes elements of every late-night sci-

fi flick imaginable. In the early 20th century, giant insect-like aliens with a craving for human flesh invaded earth. Ever since, they've been harvesting humans—hence the game's title. These intergalactic gourmets don't believe in fast food. Rather than eating captured prey on the spot, the arthropod aliens whisk them back to their dining room in the sky. Mankind is nearly extinct when a renegade band of freedom fighters, led by a cool and collected gaslinger named Adam Drake, figures out a way to travel through time. Sporting little more than a way-cool jacket and a high-tech computer, Adam is sent back to various places and times around the world to battle the human-harvesters.



SHOOT OUT THE LICE

DMA has shrewdly kept the focus squarely on the action. Thanks to the N64's processing muscle, though, there are some terrific visual effects. When you drive a truck off a pier and swim for your life, a shimmering wake trails behind you. If you have a second to spare while dodging alien arrieno, you should glance back at the truck resting tranquilly at the bottom of the azure sea. The visual effects in an underwater battle zone set off 21st century Japan are especially breathtaking.

Shoot-'em-up fans demand tons of action, and Body Harvest delivers the goods. Besides your character and vehicle, the screen swarms with richly detailed human hunters. Each shows considerable intelligence, so if you don't use your wits you won't last past brunch. Keep your view cam in constant motion,



NINTENDO⁶⁴



© 1995 Nintendo/DMA Design

scanning the horizon, checking your back and otherwise keeping a ever-vigilant eye out of alien ambushers. A creepy synthesizer score lends a doomy touch to the proceedings.

"PASS THE SALT, WHO'S THE HUNTER—HEY! WHEE! D HE GO?"

BATTLE INVASION

BETCHA CAN'T DRIVE 55

In each stage you're given a series of increasingly demanding assignments, including destroying invaders and rescuing humans. The huge maps give him plenty of room to explore and hide out.

While in the open, you'll have to run like the dickens, swim like a fish and take cover behind buildings and trees. But most of the action consists of jumping into vehicles and taking off before an alien has you for lunch. In all, you can commandeer more than 130 vehicles, ranging from World War II-era biplanes to futuristic tanks and jets.

On a Greek island in 1916, you'll find yourself at the wheel of an old-fashioned limo, a primitive tank and even a paddle-wheel steamboat. Sightsee Hawaii, 1930, in a seaplane, tankier and destroyer. In an Eisenhower-era American farm town, your tools of choice include a combine, fire truck and motorcycle. In 1990, blast through Antarctica in a bus and monster truck. Other scenarios include 1942 Java and 1970 Siberia. We could tell you about the final stage, but the developers at DMA might come after us with a jet plane. We can safely say, though, that it involves a showdown on the aliens' home planet. Kitchen duty, anyone?



Playing four-tag with a giant wasp is just part of the 3-D antics in *Body Harvest*.



Pack your driver's license and get ready to put your pedal to the metal. *Body Harvest* delivers a bonnie-on-tour of the history of transportation.



When bugs get a little too close for comfort, use your handy view-cam to fly high yourself and take an aerial view of the action.

GOLDENEYE 007™

BRACE YOURSELF FOR 64 BRILLIANT BITS OF BOND IN GOLDENEYE 007 FROM NINTENDO.

YOUR NAME IS BOND, JAMES BOND

The Goldeneye team at Rare Ltd. has been squeezing everything they can out of the Nintendo 64 to make a first-person, cinematic experience that puts you into the action of the latest James Bond thriller. Goldeneye 007 features action from Russia to Cuba, the likenesses of virtually all of the Goldeneye characters and universally known Bond signatures such as the theme music, wild chase scenes and heart-thumping acrobatic escapes. As the British super agent, players will use a host of weapons to stop the Janus Corporation's plot of nuclear extortion. That's about all you have to worry about for plot. As in the movie itself, the plot is simply a means to cool action scenes.



From a detailed first-person perspective, players look out on a world taken directly from the movie. In most areas, Bond has to think on his feet, avoiding or shooting enemies, penetrating installations and blowing up everything that looks expensive. But Bond is also the most versatile man on earth. Put him in a Russian tank and he will charge through bustling city traffic with no more concern than a hungry weasel in a chicken coop. Other vehicles such as the helicopter will come into play, as well, but the flashy new BMW didn't appear to make the cut. The designers also hope to maintain a sense of reality in the char-

"WE MADE HALF A DOZEN TRIPS TO THE STUDIO... AND USED ACTUAL BLUEPRINTS OF THE SETS..."

MARTIN HOLLIS, RARE LTD.

acter of Bond. For instance, you can't carry an arsenal around with you. At most, you'll be able to pack two weapons at one time. And Bond doesn't magically heal himself using medical kits found scattered randomly about. When he's hit, it reduces the effectiveness of his body armor.



PASSPORT TO PERIL

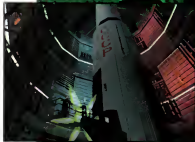
Goldeneye explores many of the key areas in the movie, including the high dam, the nerve gas plant, the Russian base at Severnaya, the Soviet statue park, the military archives, the chase in St. Petersburg, the depot and missile train, and the antenna complex in Cuba. Other areas that are merely glossed over in the film are also used as major levels in the game. You'll be able to explore the destroyer, infiltrate a missile silo, dodge troops in the Cuban jungle and descend into the drainage caverns beneath the huge, flooded antenna. The developers used actual blue prints of the set designs from the film and made numerous trips to the studios near London during the production of the movie.

BRANCH

The game designers have spent much of the past year thinking about their license to kill. The biggest advance in game play is that you will be able to shoot up, down, and all around at any angle. Movement through the game world has also been improved over most 3-D, first-person games. Bond doesn't just stand, walk and run. He (or rather, you) will be able to kneel, climb ladders, walk up stairs realistically and move forward at a variable rate due to the Control Stick of the Nintendo 64 controller. Even more intriguing, you can control the volume of Bond's footsteps by slowing down or speeding up, which may be just the trick you need to sneak past a wary guard.

WE MEET AT LAST, MR. BOND

Over the decades, James Bond has tracked down some of the most colorful villains in movies: Blofeld, Ives, Goldfinger, Dr. No and Scaramanga. In *GoldenEye*, you'll face the treacherous Trevelyan (006), the cruel General Gaurumov, and the twisted Onatopp. Digitized texture maps of the actors' faces have been painted on the polygon figures to give an added sense of reality. But the developers went beyond using the best villains. They also plan to include hidden areas featuring characters out of Bond's past such as those mentioned above. Bond himself might even be shaken, if not stirred, by this highest tech adventure of his illustrious career.



This Area screen captures show the sharpness of the 3-D stages. In the middle left, you can see the sharp angle at which Bond can shoot.



GoldenEye, still in development at Rare, features more than a dozen settings from the movie, such as the archive building.



The mission you go on in Siberia is a major stage of the game. The developers mapped out the intriguing landscapes from the film.

GoldenEye 007™
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United Artists Corporation.
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NINTENDO 64



CRUIS'N USA™

NINTENDO AND WILLIAMS ENTERTAINMENT BRING THE WILDEST ROAD TRIP IN THE ARCADE HOME ON THE NINTENDO 64.

READY, SET, GO!

Slam the pedal to the metal and hang on for a wild ride across the highways and byways of America. Cruis'n USA, a joint project between Nintendo and Williams Entertainment, is hitting the road on the Nintendo 64. "N64 Cruis'n USA made a great translation from the original arcade classic," comments Michael Kelbaugh, Product Testing Manager at Nintendo of America. "The play control is awesome with the Control Stick, the graphics are even better on the N64 and the music kicks. If you liked it in the arcade, you'll love it on the N64. It just plain rocks!" Cruis'n USA is a 14-stage, coast-to-coast road race for one or two players. Gamers who don't have the time for an extended road trip can relive the tach on one of ten short courses. "Cruis'n has different challenges on every track. No matter which course you're on, even if it is fairly straight and easy, the other cars always get in there and dice it up with you," said Dave Ellingson, an artist who worked on the game.

Every nuance of the arcade software, right down to the hidden cars and live-stock, are included in the N64 cartridge version. "This could be one of those rare situations in which the cartridge game looks and plays better than the original coin-op. It's like having the arcade machine jammed into a cart," said Joseph Bayne, a Nintendo Software Evaluator. Just like the arcade game, players can catch all the roadside

scenery from three different driving perspectives. The famous American landmarks—San Francisco's Golden Gate Bridge, South Dakota's Mount Rushmore and the green rolling hills of Appalachia—are reproduced in the same texture-mapped splendor used in the arcade machines.

VIVE LA DIFFÉRENCE

The only difference between the coin-op program and the translation are the versatile options available on the N64 version's customization screen. N64 gamers have the freedom to select one of five difficulty levels and even remove street traffic or rival racers from the course. A flashing split time at every

IF YOU LIKED IT IN THE ARCADE, YOU'LL LOVE IT ON THE N64. IT JUST PLAIN ROCKS!™

—MICHAEL KELBAUGH, PRODUCT TESTING MANAGER, NINTENDO

check point shows the lag time between the leader and other racers, while a split screen perspective allows two players to share the action simultaneously. The N64 Control Stick serves as the steering wheel in the game. "The Control Stick is going to differentiate the good racers from the bad racers. If one guy is really good at knowing exactly where to put the Control Stick on a certain corner—



© 1994, 1996 Nintendo.



better than his buddy—he's gonna beat him on that corner," explained Steve Ranck, a programmer for Crus'n. "You get the full range of motion of the steering wheel and you can set the steering to any angle you want."

Does the replication of Crus'n's USA on the N64 raise the expectations of quality in next-generation video games? "The N64 is a powerful graphics machine," explained Ranck. "For the first time you can actually take an arcade experience home without reducing or having to scale down the program." It's only a matter of time before arcade aficionados realize that game systems that deliver anything less are roadkill.

"THIS COULD BE ONE OF THOSE RARE SITUATIONS IN WHICH THE CARTRIDGE GAME LOOKS AND PLAYS BETTER THAN THE ORIGINAL COIN-OP. IT'S LIKE HAVING THE ARCADE MACHINE JAMMED INTO A CART."

—JOSEPH BAYNE, NINTENDO SOFTWARE EVALUATOR



Racing wit, GO! All of the arcade game's track-based items and in-game landmarks are included in the N64 version.



Race to the win! An hour of fun starts with an all-out 10-lap race in an extended 16-lap road race across the United States.



The Central Stick on the N64 controller acts as the steering wheel, giving players precision in the tightest turns.

PILOTWINGS 64™

NINTENDO AND PARADIGM SIMULATION TAKE OFF WITH THE FIRST FLIGHT SIMULATION FOR THE NINTENDO 64.

ON A WING AND A DARE

Soar into the wild blue yonder with the first flight simulation game for the Nintendo 64. Designed by a team of programmers from Paradigm Simulation, Inc. and Nintendo Company Ltd., *Pilotwings 64* concentrates on the qualities of flying in a true, three-dimensional environment. Paradigm Simulation, Inc., NCL's partner on the project, specializes in flight simulation programs and has a reputation for producing some of the best military and commercial 3-D flight simulators in the world. In *Pilotwings 64*, you'll step into the seat of an airy Gyrocopter, shoulder a thundering

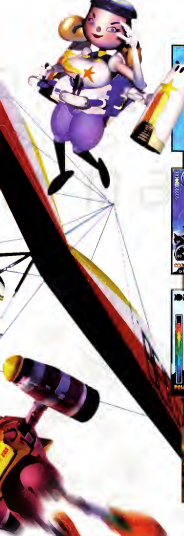
Rocket Pack, or dangle in silent solitude from a Hang Glider as you soar above terrain ranging from tropical jungles to frozen ice floes. "This game is designed to let gamers experience free flight in the 3-D world of the Nintendo 64," said Shigeru Miyamoto. The premise to *Pilotwings 64* is similar to the original *Pilotwings* for the Super NES; players progress through a variety of assignments and stunts to earn points for their pilot license certification.

ZOOM WITH A VIEW

Many computer flight simulators focus on the mechanical aspects of flight, forcing players to endure hours of staring at a monitor with nothing more than a thin line for a horizon. *Pilotwings 64* puts the fun back in flight, carrying gamers off into a vast and realistic envi-

ronment that features a balanced blend of natural landscapes and aeronautical physics. Search for themes above a patchwork of fields or swoop through the dark shadows beneath a freeway overpass. Land on top of the Seattle Space Needle or drop a wing and watch your shadow eclipse the white letters on the Hollywood sign. The game's vivid graphics, coupled with precision play control, leave players ducking and leaning in their seats. Even the finest details, from rolling coastline breakers to rising wisps of chimney smoke are authentically rendered. The abundance of scenery will keep players logging endless flight hours exploring their world.





A quartet of skydivers break off as they drop toward the local tops. Skydiving is just one of several "Extra Games" featured in Parawings 64.



Unlike other flight simulators that offer limited scenery and sparse landscapes, the views in Parawings 64 are frequently breathtaking.



A modified mount flushmore beams off the warboard bow of a Gyrocopter, making a pass at a target on Little State Island.

"THIS GAME IS DESIGNED TO LET GAMERS EXPERIENCE FREE FLIGHT IN THE 3-D WORLD OF NINTENDO 64."

—SHIGERU MIYAMOTO

WAVE RACE⁶⁴



ALL RIGHT, RACE FANS, GET READY TO BE BLOWN OUT OF THE WATER!

SURF SHREDDIN'

Recreating the undulating motion and translucent look of water in an action game is incredibly difficult, as any programmer who has tried to do so will attest. If the early prototype of Wave Race is any indication, however, the Nintendo programmers are succeeding spectacularly. The gentle rocking of your craft at rest becomes a breathtaking skip as you accelerate in the straightaways, changing to a stomach-bouncing rebound as you whip around the marker buoys and blast over the pump ramps. The water is as much an opponent in this game as the other riders, and racing on waves demands a very different strategy from racing on a road or track. Real racers wouldn't think twice about oiling, but in Wave Race 64, crossing an opponent while still in your mechanical mount into a backing loop. Talk about fluid dynamics!

There are only two controls in this game, throttle and steering, but even so, the play control is quite challenging.

The speed boats seen in earlier versions of the game have been replaced by personal watercraft with lightning quick handling. A flick of the Control Stick is good enough for small course corrections, and pulling back and left or back and right sends your craft swooping into a turn. Lean too much, and you'll find yourself taking the plunge!

STRAP ON YOUR LIFE VEST

Though the game's premise is simple, Wave Race promises to be feature packed. The race courses will be set in large, open bodies of water, like lakes or oceans, rather than the closed courses mentioned previously. There will be

three modes of play—tentatively Tour, Attack and Soun—with multiple courses, machines and riders to choose from. The handy save option will let you record your best times for posterity and bragging rights. If you love the challenge of a live opponent, there will also be a two-player option with a top-bottom split-screen. Whether you're a racing fan or an extreme sports enthusiast, Wave Race will float to the top of your wish list!





Arrows show in which side you must pass the other karts. If you follow the arrows in a race, you're guaranteed!

It's not all going to be smooth sailing. Sometimes not there is a wave that your karts can't

Water set for wakes. A rider doesn't have to hit you to send you higher than a flying fish!

"YOU DON'T TURN A CORNER, YOU BOUNCE INTO A CORNER. YOU REALLY DIG INTO THE WAVES!"

DAN OWSEN, DEVELOPMENT MANAGER, NINTENDO

NINTENDO⁶⁴



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RARE™

CONNECTION



A HEAD OF THE RACE

Tweycross, England is not a place where you would expect to find one of the world's top video game development companies, but there amidst the sheep and hedgerows you'll also find SGI Challenge computers and Lotus sports cars. "It's a bit nice than Liverpool," says Simon Farmer of Rare Ltd. with expected British understatement. "It's very green and quiet and I think that keeps everyone focused on the work."



These days, Rare has focused much of its programming and artistic talent on the creation of Nintendo 64 titles. Killer Instinct, Blast Corps and Goldeneye 007 will be Rare's first N64 offerings from Nintendo, which holds a minority stake in the British company. Chris and Tim Stamper started the software house more than a decade ago and, over the years, they have proven that they have the stuff to make hits. The Battletoads (NES), Donkey Kong Country (Super NES) and Killer Instinct (arcade)

each broke new ground and set new standards for the video game industry. For Rare, the creation of games has always been something like the creation of a sports car: an analogy which isn't so farfetched when you see the Rare parking lot. Tim Stamper designs the sleek look of the car while his brother, Chris, builds an engine to match. That philosophy remains intact today, although the company has grown to include a development and support staff of almost one hundred and Tim and Chris no longer

work intimately on every project. Simon Farmer, who recruits computer and art school grads for Rare, looks for a dedication to quality in new hires. During Power's recent trip to Rare, we saw evidence of that talent everywhere.



KILLER GRAPHICS

One of the highlights of our trip was the discussion we had with Killer Instinct's creator, product manager Mark Betteridge. Mark was obviously excited by the prospects for the KI N64 game, in part due to a recent breakthrough achieved by the development team. That breakthrough allows the new 3-D backgrounds for Killer Instinct to be displayed at 60 frames per second, equalling the speed of the rendered character sprites used in the arcade games. Mark demonstrated the difference between 30 frames

per second, which is common to most N64 games, and the speed of the new KI. The phrase "as solid-as-a-rock" comes to mind, because there is no shakiness or blur even when the camera moves quickly.

arena to demonstrate how it will look on the Nintendo 64. "You can use subtle camera shifts to emphasize the drama of a move and the 3-D backgrounds. For instance, the camera could drop to a low angle and tilt upward to watch the fighter make a particular combo. On another combo, the camera could zoom in to capture the action." Mark also explained why they didn't create 3-D, polygon fighting characters in addition to the backgrounds. "Certain views may



Mark Betteridge
Rare
KI



Duncan Batwood
Rare
GoldenEye 007

"SUBTLE CAMERA SHIFTS... EMPHASIZE THE DRAMA OF A MOVE..."

MARK BETTERIDGE, RARE

per second, which is common to most N64 games, and the speed of the new KI. The phrase "as solid-as-a-rock" comes to mind, because there is no shakiness or blur even when the camera moves quickly.

The biggest change for the N64 version of Killer Instinct will be the use of 3-D backgrounds and dramatic camera movements highlighting the effects of combo and special moves. "The camera can zoom in or shift its angle to highlight moves," Mark explained as he moved the camera perspective of the Alias-rendered background for TJ Combo's home

not play well, even though they might look cool. For instance, you don't want to block the view of one player during the action. The way we're doing it, you'll still get the dramatic views, but the 2-D game mechanics that players already understand won't be compromised." Another benefit of using a limited 3-D view is to maintain the sophisticated look of the rendered KI characters. Mark revealed that two or



Graham Smith
West Corps



Morris Wesley
West Corps





The camera view moves freely throughout the new 3-D back-grounds for KI. Lighting effects enhance the drama in these scenes taken directly from the Xbox development environment.

three new characters will be included in the game and that most of the characters used in KI 2 will return. "We get a lot of feedback from arcade players on which characters are the most popular," said Mark. "In most cases, that's what guides our decision to include or exclude a character."

NATURAL BORN KILLER

Killer Instinct for the Nintendo 64 will be more than a perfect arcade translation.

"The goal has always been to make it even better than the arcade game," Mark pointed out. "In each KI, we've made improvements and that will be true of the game mechanics in this version, as well." The new fighting engine used in KI 2, however, will be the basis of the game, including such innovations as Super Moves and parrying. "The most important thing is to balance the play so that both pros and novices get something out of it," Mark continued. "KI does that with the

idea of combos. You have all these moves that you can string together to get something even more incredible, but you can also just hit and block."



"THE MOST IMPORTANT THING IS TO BALANCE THE PLAY, SO THAT BOTH PROS AND NOVICES GET SOMETHING OUT OF IT."

MARK BITTERIDGE, RARE



This eight megabyte *Killer* will also include stereo music, vocals and sound effects, blending four digital samples at a time. The richness of the music will be matched by the graphics since there is no loss of colors on the N64. The game's speed will also match the lightning quick play of the arcade game. Mark and his team are looking at ways to include handicaps and saves in the one-player

for instance." Players will see many of those functions reflected in the new *Killer Instinct*.

EQUALLY RARE

Power's visit to Rare also included stops with the teams working on *Blast Corps* and *Goldeneye 007*. We found the same mix of enthusiasm and talent in both groups. The *Blast Corps* team works under the eaves of the converted farm house, which is the central building at Rare. The red brick building dates back about 300 years, but the Onyx and Indigo SGI

were rookies in the world of video games, having been hired straight out of school, but veteran designer Martin Wakeley and programmer, Richard Wilson, admitted that the rookies were showing them a thing or two. "I actually started out as a video game artist," Martin told us, "but when I look at the things these guys are doing, it amazes me." Some of the most amazing graphics are the animations of explosions, which actually look better on the N64 than on an SGI workstation.

We also discovered hidden talents in the *Goldeneye 007* team. Prior to our arrival at Rare, the team had gathered new motion capture data in the studio. Since they didn't have Pierce Brosnan handy to make the moves, they conscripted game designer Duncan Botwood. "I had to die 20 different ways," Duncan admitted with a smile. "It's a lot harder to die than you might think."

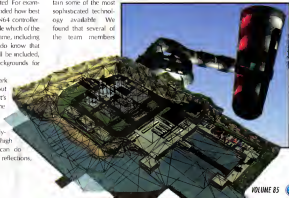
Of one thing we can be certain: Rare's Nintendo 64 (and other) video games won't die for lack of creativity and quality. It goes to the heart of what Nintendo and Rare have always tried to achieve, which is to give players the most fun in the most advanced games. It's truly a rare partnership.



mode. Some parts of the game are still in the think tank, Mark admitted. For example, they haven't quite decided how best to take advantage of the N64 controller. They also have yet to decide which of the characters will be in the game, including the new characters. We do know that Fulgore and TJ Combo will be included, since we've seen the backgrounds for those two characters.

Finally, we asked Mark what he thought about working on the N64. "It's very well thought out," he began. "Some of the things I particularly like are the quality of the polygons, the speed and high end functions. You can do incredible things with reflections,

computers found beneath its roof contain some of the most sophisticated technology available. We found that several of the team members



WILLIAMS:

ARCADE KING

TOP FUN

Not far from the coastal desert where Top Gun pilots once trained, Williams Entertainment now generates some of the top fun in America. Recently, Nintendo Power stopped by to check on three Williams Nintendo 64 projects: Doom 64, Crus'n USA for Nintendo 64 and Mortal Kombat Trilogy. All three titles look incredible, which isn't surprising when you figure that Williams has both the talent and equipment to take advantage of the Nintendo 64. In its new facility north of San Diego, Williams has custom built development pods (clusters of offices and open, group areas), its own blue-screen motion-capture studio, perhaps the finest sound studio of any game developer in the country and a really crowded parking lot. "We still have some room to grow," said Mike Abbot, Vice President Software and Music. In fact, several more Williams N64 titles will be announced soon, giving the company the second largest lineup of N64 titles behind Nintendo.

BY THEIR SPEEDS SHALL WE JUDGE THEM

Living up to the Williams arcade tradition of such games as NBA Jam and Mortal Kombat may seem like a tall order. "In the arcade industry, content is king and Williams truly has the best content across the board," Mike Rubincell, Vice President Third Party Development, at Williams Entertainment told us. "It's exciting to be associated with the top developers at Williams in Chicago like Eugene Jarvis, Ed Boone, Mark Turmel, John Tobias, Sal Divita, George Pitro and Joe Linhoff. All of these guys have become legends in the industry." The three initial N64 games live up to that lofty legacy. In Crus'n USA and Mortal Kombat Trilogy, players will find brilliant reproductions of the arcade classics. In fact, they won't have to look too hard to find improvements over the original titles. Doom takes perhaps the most popular computer game ever and simply

blows it out of the water with N64 power graphics and speed. Mike Abbot recited the company creed which, apparently, comes from Neal Nicastro, President and CEO of Williams Industries in Chicago: "There's one rule. Blow out the hardware." That's a directive to all Williams developers that they should take their projects to the limits of the platform. In the case of the N64, the Crus'n



team blazed the trail. Team member Detmar Peterke told us that they built specialized tools for N64 development that were then shared with their colleagues. "Since the other games have been in development," he added, "we've seen innovations coming from every group."

AN IMMORTAL TRILOGY

MK Trilogy turns out to be one of the biggest surprise entries in the growing N64 library. After a mere three and half months of development, the MKT team has created a playable, arcade perfect (and then some) game using characters from every Mortal Kombat game to date, plus two or three new characters. The selection screen features 26 combatants from which to choose and 27 backgrounds. If that isn't enough variety for MK fans, they'll also have tons of new Kombat Kodes, the option to fight using boss characters, four towers of challenge and new moves including fatalities and fatalities. It leaves you breathless just thinking about it. Borrowing from MK2, MK3 and Ultimate MK3, players will find one, two, and four fighter modes. Ed Boone and John Tobias, the creators of



MK at Williams Industries, passed on their art, game engine and ideas to the California team. "The translation is as arcade perfect as it can be," says Mark Guidarelli, who along with a tiny team

**"IN THE ARCADE INDUSTRY, CONTENT IS KING
AND WILLIAMS HAS THE BEST CONTENT..."**

DAVID RUBINELLI, WILLIAMS ENTERTAINMENT

of four other developers has accomplished what no one else in the world has done, which is to make a playable N64 game in just three months. "We enhanced the graphics in lots of subtle ways," Mark added. "We used more animation in the backgrounds and used transparency effects to add more realism to moves." He pointed out how trailing images seemed ghost-like and realistic, not the blocky trail of characters seen in other MK versions.

MKT certainly looks great, but some players may be asking how the game scores over earlier MKs. According to David Schwartz, who programmed much of MKT, "it's the definitive 2-D fighting game. If you're an MK fan, you'll have to have it, because it includes everything." For fans who are worried that three dimensions will obliterate classic 2-D game play, worry no more: MKT shows that there is a place for two-dimensions in this brave N64 world.



The developer behind Trilogy development, Williams has created a perfect place for a variety of classic MKs with extra staff, making MKT easier.



The development team of Doves of the Apocalypse surrounds their handsome mascot.



Highway Hovley creates music and sound effects.

The Guck is USA never get plenty of practice time in the woods because in their job and in the junk room.



Mike Allou shows off the state-of-the-art motion capture studio in Williams' new development facility near San Diego.



THE NEXT WAVE

OKAY, NOW YOU'VE BEEN WOW-ED BY OUR FEATURED GAMES, BUT THEY ARE BY NO MEANS THE ONLY PROJECTS IN THE WORKS. WE HAVE THE EXCLUSIVE, INSIDE LINE ON OTHER GAMES ON THE WAY.

As great as the games we've already covered in this special update are, they're just the beginning of a N64 lineup that is guaranteed to make any gamer drool. From action to adventure to sports, the N64 serves up a wide variety of play experiences, all of them extraordinary. Take a look at what's to come.

ADVENTURE AND THEN SOME

Ocean is well on the way with *Mission: Impossible*, which is based on the big-screen thriller starring Tom Cruise. And speaking of adventure, possibly the most eagerly awaited sequel of all time, *The Legend of Zelda 64*, is in development at Nintendo. Mario has a big news sequel on the way, too: *Super Mario RPG 64*. He's definitely a plumber on overtime! Finally, add *Robotech Academy*, a simulation from Gametek, and two more Nintendo titles, *Tetrisphere*, a puzzler, and *Creator*, a creativity Pak, to the list.

SPORTS

The N64 boasts an all-star sports lineup, with heavyweights such as Electronic Arts and Williams Entertainment signing on to the development team. EA's first N64 game will be *FIFA International Soccer*, and Williams has *NBA Hung Time* almost ready for prime time. Nintendo's own Ken Griffey Jr. *Baseball* is capitalizing on the N64 reality system to create the most fluid human movement ever to hit a game screen. *Super Mario Kart R* is also on the way from Nintendo. Wait until you see what the N64 3-D environment and the Control Stick do for Kart racing! Rounding out the sports lineup are *Monster Dunk*, a wacky basketball game from Mindscape, and *Wayne Gretzky's 3D Hockey* from Williams.



"THE NINTENDO-64 IS THE ULTIMATE FUN MACHINE BECAUSE YOU HAVE THE MOST TECHNICALLY ADVANCED CONSOLE, THE MOST ORIGINAL GAMES, AND A HIGH-LEVEL DEVELOPMENT ENVIRONMENT ALL IN ONE SMALL PACKAGE. THE RESULT IS FAST, FUN, 3-D REAL-TIME ADVENTURES FOR THE LOWEST PRICE ON THE MARKET."

DUGO ANGEL, EDITOR, EXECUTIVE OFFICER, ANGEL STUDIOS, INC.



ACTION

If it's action you're after, look no further. From Nintendo and Angel Studios comes Bugge Boogie, which puts you in control of a custom bugge that you can adapt to fit your needs. Kirby's Air Ride, also from Nintendo but developed by HAL, features Kirby in a multi-player, 3-D

environment. And Star Fox 64 puts Fox McCloud back in the cockpit for an N64 sequel that promises to be the class of next generation space fighters. In licensee action, Acclaim has been hard at work on Turbo Dinosaur Hunter. The early samples we've seen show exquisite, misty and mystic scenes that set a dramatic stage. Another action entry, Freak Boy, is coming from Virgin Games.



FIGHTING

Fighting will take on a whole new dimension when Killer Instinct 64 joins the fray, and, as we noted earlier, all of Williams' famed fighters from previous games, along with a few new bruses, will be returning to the arena in Mortal Kombat Trilogy. War Gods, another fighter, is also coming from Williams.



AND MORE

This rundown may bring you up to date for the moment, but new N64 games are being announced all the time, and scores of games have already been developed that haven't yet been submitted to Nintendo for approval. They'll just keep coming, too. Because it's the games—great games—that count. And we've got 'em! The fun starts here—and there's no end in sight!

CLASSIFIED INFORMATION

0426 62V1 4342 0680

MEMBER IDENTIFICATION #



Team Mascot

Here's a fun code that we just stumbled across recently. On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B and A on Controller II. If you enter the code correctly, a four-legged friend will join you on the field. He'll run after the ball, but he won't actually interfere with play.



You'll hear a dog bark if you enter the code correctly.



Your new mascot will also hold yellow cards for the refs.

Brambleish

Free Warp Spell

Magic spells are expensive in *Brambleish*, but you can get the Warp spell without shelling out a single gold piece. The directions below will lead you to it. The letters indicate the direction you should go in (for example, "N" means North) and the numbers indicate the number of steps to take.



From the game's start point, go N1 and flip the door switch.



Enter the door, turn east and go through the rear door.



Go E2, N1, E3, S2, E2, S5, E1 and S2. Face west and flip the door switch.



Enter the door and go W2 and S3. Enter the door and go S2, W3 and N1.

Stage Select

If you need some help cleaning up Mega-City One, just press A, Left, Right, Left, Right and B on the title screen. Press Start to access the stage select screen.



You'll hear a tone if you enter the code correctly.



Use the control pad to select a stage, then press Start to begin your game.



Jump to the north. You should land in a big room. Walk all the way west, north and east.



If you land in a small passage, you're in the wrong spot. Climb the stairs and begin again.

Select Opponent in Practice Mode

Tired of taking on Fulgore in the Practice mode? If you want a different fighter for your punching bag, first select the Practice mode with Controller II. Choose a fighter, then press Start twice to return to the title screen. Now select Practice mode with Controller I and start a practice session as you normally would. Presto!



Who do I want to face in the arena today? Jago, perhaps?



I was getting tired of looking at Fulgore's ugly mug!



MEYER
O'BANNON
PELLE
A. REID
RENCHER
ROE
SMITH
STACKHOUSE
STOUDAMIRE
TARLAC
K. THOMAS
TRENT
VAUGHN
WILLIAMS
WILLIAMSON
ZIDEK

IVAN A.
CHOW
DADDY-O
AIR DYCK
ENZO
ICE
ALLAN J.
GARY L.
TED M.
MCKIBBIN
DANIEL NG
NORVELL
RAMMER
SAB
THURSTY
TRAZ



Trade specific players or create a whole new team roster.



Pit your custom team against the NBA's best!

Rookies And Strange People

As it turns out, there are a lot more secret players in NBA Live '96 than we were originally led to believe. This time around, we've got some great rookies and a few odd players, too. To add any of these people to any team, select the Edit Players option from the Roster Setup menu. Highlight a player and enter any name from the list below. The player's stats will change to match those of the person you've named. If a name includes a first initial, make sure that there's one space between the period and the last name.

ALLEN
BANKS
B. BARRY
BEST
BOYCE
C. CARR
CHILDRESS
DECLERCQ
EDNEY
FINLEY

GRIFFITH
HENDERSON
HOIBERG
ILGAUSKAS
F. KING
J. KING
LEWIS
MARTIN
MCDONALD
MCDYESS



Special Password

This password gives you access to a special "boss only" game. You'll battle the major foes from all four stages in turn without having to deal with their pesky underlings. All other game elements, including bombs and the various skull items, remain the same.



Enter 1, 2, 3 and 9 as your password.



Eyes at the lowest difficulty level, these guys are nasty!



Special Teams

We previously printed codes that give you access to pairs of special teams, but this code will give you access to all six teams at once. On the main menu, press X, Left, X, Left, B, A, B, Y, Down and A. Select the NFL Play and Preseason options. Now you'll be able to pick from all the standard and special teams, including the Jaguar and Panther expansion teams, and the the All-Pro, Acclaim and Iguana squads.



This code works in the Preseason mode only.



Get a bunch of programmers prevail against the pros?

RISE OF THE ROBOTS

Invincibility Code

If the Supervisor is getting you down, use this code to upgrade your robot's chassis in a big way. On the player select screen (where you choose the number of players), press Down, B, Up, B, Down, Left, Right and B. There won't be any immediate audio or visual indication that the code has been activated, but you'll find out whether or not you're invincible as soon as you start a battle!



Enter the code two or three times, just to be sure.



You'll be able to play with your load before you eat it!



Endurance Game

This code activates a special game that pits you against all of the major foes of the game in a timed endurance round. On the player select screen, press and hold the R Button, and then press A, Left, Y, Right, X, Down, B and Up on Controller II. You'll fly through an abbreviated version of each boss's stage. There will be power-ups available, and you'll be able to continue if you lose your plane.



Enter the code, choose a plane and press Start.



Try to defeat your foes and the timer!



Chun Li's Lightning Hick Demo

It seems that after her various Street Fighter adventures, Chun Li decided to retire to the town of Bleak, but she hasn't let her martial skills erode away. If you'd like to see her, visit Bleak at night. Talk to the magician who tells you to put money on the table. Put money on the table, answer "No" to his first two questions then answer "Yes" to the third. Chun Li will demonstrate her potent Lightning Kick!



Take the magician up on his suggestions.



Chun Li is as powerful and skillful as ever!

CLASSIFIED INFORMATION

MAJIN
96



Classic Teams

These codes give you access to winning AFC teams of the past. Select the Play Now option. Highlight a team then enter the appropriate code to get its vintage counterpart. If the code is entered correctly, the team logo will turn gold. We'll highlight famous NFC teams in a future issue!



1973 BILLS: Press A, L, A, B and Y.



1968 COLTS: Press B, A, L, R, A, L and L.



1983 BROWNS: Press A, L, L, R and B.



1980 EILERS: Press A, B, A, B, Y and A.



1972 GOLFGUNS: Press L, R, B, B and R.



1966 JETS: Press A, R, R, A and Y.



1981 CHARGERS: Press A, Y, R, B, A, L and L.



1983 CHIEFS: Press B, L, L, Y, R, A and Y.



1985 PATRIOTS: Press R, A, Y, B, A, B and Y.



1981 BENGALS: Press R, A, L, L and Y.



1976 RAIDERS: Press B, Y, B, Y, L and A.



1978 SEAHAWKS: Press A, L, A and R.

Experts, shmesperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

**Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733**

SUPER NES III OLYMPIC CELEBRATION

Nintendo Power gears up for the Olympics this month, highlighting two Super NES titles that will let you compete in the games in your own home. Get in training with *Olympic Summer Games*, from T-HQ, and *Izzy's Quest for the Olympic Rings*, from U. S. Gold.



OLYMPIC SUMMER GAMES™



Officially licensed product of the Atlanta Committee for the Olympic Games Inc. Price: \$49.99. Software by a subsidiary of T-HQ, Inc. ©1996 T-HQ, Inc.

No one sporting event holds the magic of the Olympic Games. The tension. The drama. The glory. Every four years, people gather around televisions worldwide to witness history in the making as the best athletes on earth compete for the gold. And this summer, crowds will gather in Atlanta for the 100th anniversary of the games. Of course, if you wanted to participate in this summer's games, you'd be heavily into your training program by now. Six hours a day, seven days a week. And you'd be competing in the trials to win a spot on the Olympic team in the trials. Let's face it: If you haven't started yet, it's too late. But that doesn't mean that you can't compete. The next best



way to participate is to put on your best track shoes and sprint over to the store to get a copy of T-HQ's *Olympic Summer Games*. It includes 150 classic events, ranging from hurdles to pole vaulting to

skier shooting, each offering an authentic and grueling challenge. Talk about your shortcuts to glory! But don't expect to medal just because you enter. To garner the gold, you'll have to practice. To beat the best in *Olympic Summer Games*, you'll need nimble thumbs and good timing. So get your game, get in training, and go for the gold.

GO FOR THE GOLD



WINNING FORM

In Olympic Summer Games, you're an athlete, not an armchair coach. That means that you're going to have to train. Training for the Super NES games means toying up those fingers and thumbs so you'll be able to tap the A and B Buttons quickly enough to put your athlete on the winner's podium. Tapping A and B controls your speed in the running events, so you can kiss your medal goodbye unless you're fast with your fingers.



If you like realism in your Super NES Olympic competition, look no farther. The competitors in Olympic Summer Games look and move like the real thing. Skating from the starting blocks or leaping for the finish line, these athletes are looking good.



PRACTICE

Because the play control is challenging, you'll want to practice each of the events before the Games begin. Fortunately, you can master the control before performing on an international Olympic stage. After all, it would be embarrassing to fall flat on your face with the entire world watching. To practice events, select the Practice option on the opening screen. Choose the event you want to work on and press the Start

Button. Whether you're shooting slhots or hurling javelins, the Practice mode lets you hone your skills before the competition begins.



To access the practice field, select Practice Event. Just remember that winning a practice race or earning a perfect score on the practice field will not help your standing. You'll have to outscore those performances in the real competition.



THE OLYMPIC RING

Most of the events for this summer's Games will take place within a circular region in the Atlanta area that organizers are calling the Olympic Ring. Olympic Stadium in the heart of Atlanta, will be the site for the track and field events. MARTA, Atlanta's rapid transit system, will be the transportation of choice for reaching most venues. Transit routes are shown in magenta on the map.



MEET THE MODERN GLADIATORS

Today's Modern Olympic Games include everything from basketball to synchronized swimming. Even with all of the new events, track and field remain the heart and soul of the Games. In this article, we'll introduce a couple of top prospects for the U.S. track and field team. They'll tell you what it takes to become an Olympic athlete, and they'll talk about their strategies for competing with the rest of the world in some of the most hotly-contested events.



Players came from the United States, Great Britain, Canada and France in Olympic Summer Games. Once the Games begin, the game includes athletes from many more countries.

THE EVENTS

Pick your specialty! In creating Olympic Summer Games, Black Pearl has included the top track and field events along with archery and skeet shooting. You can become an all-around athlete and excel in every event, or concentrate your training on a couple of events and challenge your friends to try to beat your best efforts. Either way, competing in the Games on your Super NES is a great way to take part in this summer's biggest sporting spectacle. Perhaps you can set some records of your own—electronically.

Custom Garden	
100m	On
110m Hurdles	On
1500m	On
1500m Hurdles	On
400m Hurdles	On
500m Hurdles	On
800m Hurdles	On
1000m Hurdles	On
1200m Hurdles	On
1400m Hurdles	On
1600m Hurdles	On
1800m Hurdles	On
2000m Hurdles	On
2200m Hurdles	On
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2600m Hurdles	On
2800m Hurdles	On
3000m Hurdles	On
3200m Hurdles	On
3400m Hurdles	On
3600m Hurdles	On
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8000m Hurdles	On
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8800m Hurdles	On
9000m Hurdles	On
9200m Hurdles	On
9400m Hurdles	On
9600m Hurdles	On
9800m Hurdles	On
10000m Hurdles	On



100M DASH

OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

The 100M Dash is the classic. You'll have to be fast with your thumbs to cross the line first, but don't be too fast—if you jump to a false start, you'll be disqualified. The faster you press A and B, the faster you run. If it's a neck-and-neck race, you can surge for the finish line by pressing Up on the Control Pad.



110M HURDLES

OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

Once you have the sprinting technique down, move on to the 110M Hurdles. In this event, you'll not only have to sprint, but you'll also have to use split-second timing to clear hurdles, as well. To win, you'll have to pound your A and B Buttons to run and press Up on the Control Pad to clear the hurdles. Be sure to time your jumps carefully. The hurdles are evenly spaced, so establishing a rhythm for jumping will trim your time and put you ahead of the pack.



TRIPLE JUMP

OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

Triple jump isn't easy to coordinate—it'll take some practice. Build momentum as you run along a narrow track. Hit the A and B Buttons quickly to build up speed. Press Up on the Control Pad as your runner reaches the chalk line marking the first takeoff point. As soon as you touch down, press Up on the Control Pad again. Press Up once more when you land the second time. Your third and final landing will be measured in the sand pit.



OLYMPIC STADIUM

The new state-of-the-art Olympic Stadium in Atlanta is the talk of the town—and the athletic world—just across the street from Atlanta-Fulton County Stadium, home of the world champion Atlanta Braves, this new facility will be the site of the track and field events. It will house the Olympic flame during the 17 days of the Games, and it will become the Braves permanent home when the Games are over. Organizers of the Games expect Olympic Stadium to attract the biggest crowds of all the venues.

GOING FOR THE GOLD

MARK CREAR

California native Mark Crear, whom you might recognize from April's poster in Nintendo Power, is one of the U.S.A.'s brightest medal hopes. He runs the 110M High Hurdles, so you'll see him burning up the track in the Olympic Stadium in July. He'll be 27 when the Games commence.

"I started running hurdles my senior year in high school, I'm kind of a late bloomer," says Crear. According to him, the only way to win is to keep on working "tack, especially the hurdles, is hard. You're going to hit hurdles and you're going to fall." When asked for advice, he said that you have to be aggressive. "Work on your arms. Concentrate on your arms, make sure they're tight and controlled. Try to lean toward the hurdle. It's kind of scary, but try to attack the hurdle. If you do that, you've got a good edge because lots of youngsters just run straight up."

LONG JUMP OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

Summer Olympic Games gives you control of both your speed and jump angle. The key to winning is to build great momentum and launch at the best angle once you jump. Hit the A and B Buttons as quickly as possible to sprint to the jump mark. As you hit the line, press Up on the Control Pad to launch into your jump. The angle of your jump will be determined by how long you press Up on the pad. If you jump too high, you'll waste momentum, but if your angle is too shallow, gravity will pull you down before your momentum takes you very far.



POLE VAULT OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

The Pole Vault is difficult to master. Press the A and B Buttons as quickly as possible to build up speed as you reach the bar. Press Down on your Control Pad to set the pole. Next, press Up quickly to launch. Finally, press Right on the Pad to get extra momentum during the jump.



HIGH JUMP

OLYMPIC STADIUM,
OLYMPIC RING, ATLANTA

Begin this event by pumping the A and B Buttons as quickly as possible to build some real momentum down the runway. If you don't build lots of speed, you'll never clear the bar. To make the jump, you'll turn as you jump in order to clear the bar with your back facing down. When your runner starts to turn in preparation, press Up on the Control Pad up to jump. Timing is crucial for this event. If you jump too soon, you'll hit the bar; if you jump too late, you'll crash into the mat.



JAVELIN

OLYMPIC STADIUM,
OLYMPIC RING, ATLANTA

In this event, you'll run into the throwing zone, make the throw, then stop before stepping out of the zone. Hold L on the Control Pad and press the A and B Buttons to run into the throwing zone, then press Right on the Control Pad to release the javelin. As soon as you release it, press Left on the Control Pad to keep from stepping out of the zone. Stepping on or over the end of the zone results in disqualification, but try to get close to the edge of the zone before throwing. The longer you wait to throw, the further the javelin goes.



DISCUS

OLYMPIC STADIUM,
OLYMPIC RING, ATLANTA

Throwing the discus requires power, timing, and balance. To make a winning throw, you must enter what appears to be an uncontrolled spin while carefully watching your footing to be sure that you don't step out of bounds and become disqualified. Begin your throw by hitting the A and B Buttons quickly. Watch your feet—carefully.

When you step on the line in the center of the throwing area, press Left on the Control Pad to set the angle of the throw. Immediately press Right to release the discus. Keep your eye on the chalk lines surrounding the throwing area. If you step over the lines, the throw will be disqualified. While any throw over 65 feet is good, your best toss will need to hit around the 70-foot mark to ensure a medal.



SUPER NES III OLYMPIC CELEBRATION



QUEST FOR THE OLYMPIC RINGS™

He may not have a gold medal, but Izzy, the symbol of the 1996 Olympics, is a mascot with a mission. In U.S. Gold's *Izzy's Quest for the Olympic Rings*, Izzy's out to save the Olympics from a host of unathletic supporters, and he'll stomp anything that gets in his way.



If you're trying to work up some Olympic spirit but prefer adventure games over track and field events, here's your game. Some bad sports have stolen the

Olympic rings. Now only you and Izzy, the Olympic mascot, can save them. In order to get all five rings back, Izzy must travel through dangerous worlds searching for the crazy sports-lover enemies that now have them. He begins his quest in ancient

WHO TOOK THE RINGS?

Greece, home of the first Olympics. Here, among the temples and meadows, Izzy

faces challenges of mythic proportion. Next, Izzy has a hot match against some pesky foes in the Lava Dome, a red-hot maze in danger of erupting. In the East to Atlanta stage, Izzy puts his gymnastics skills to use. When Izzy's ready for an astronomical challenge, he can try his luck at the Rocket level, where he finds himself deep in space. The only way out is to morph into a rocket and collect some items and power-ups while avoiding stone ledges and other obstacles. Make no mistake, when it comes to saving the Olympics, Izzy is one determined mascot.



IZZY TAKES TRAINING SERIOUSLY

Izzy takes getting in shape very seriously, and it's amazing what shapes he can morph into. In fact, if morphing were an Olympic event, Izzy would be a gold medalist. When he touches the red and yellow morphing stars, he gains new shapes—and powers. He knows that there's a perfect shape for every challenge, just as each Olympic athlete knows which uniform to wear for each event. Izzy knows when to morph into each shape. Your challenge is to learn how to control Izzy's various forms to help him continue his mission.

IZZY A BASEBALL?

Some situations call for finesse and others require brute force. Baseball Izzy isn't carrying a bat because he wants to negotiate. No, when foul enemies get in his way, he strikes with his bat. You can't play Ball with these Homers!

IZZY A HANGGLIDER?

Learn to control Hanglider Izzy to gather secret medallions and make your way to hard-to-reach ledges. Until you learn to control him, Izzy bounces into walls and rocks, but with practice, he'll glide like a pro, not an amateur.



IZZY A ROCKET?

Once Izzy gives the speed, he turns into a rocket to other medallions and reach new heights. Watch where you're going—the moves quickly and looks tricky. If you run Rocket Izzy into rocks, he becomes Roasted Izzy in a flash.

IZZY A JAVELIN?

Izzy never misses his target. Morphed into a long red and yellow javelin, Izzy can fly through lava, gas, and fire medallions and skewer enemies. But even the Olympic mascot can't fly forever! Gather javelin power-ups to keep Izzy in the air!

LET THE FLAMES BEGIN

Can Izzy lock down all of the rings, defeat a wide field of opponents, and return safely to the site of the 1996 Olympic Summer Games? Of course—if he's tough. When the supremely victorious mascot returns to Atlanta with the treasured rings, the ceremonies can commence, with Izzy as the guest of honor. And the ceremonies, naturally, start with the lighting of the Olympic Flame in Olympic Stadium. Let the Games begin!



SELECT ANY VILLAGE

Just because you're beginning a new game doesn't mean that you have to start at the beginning. You can easily skip ahead simply by pushing the game and entering a code using the Control Pad. This shortcut can be used at any point in the game to skip a level or an entire world.

Pause the game, then enter:



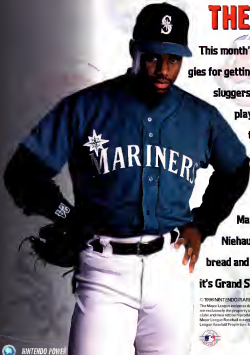
Next, press Reset. Before re-entering the game, go to Options to select a level.



Once you pause the game, tap the Pause button, hit the reset button, and enter the Options Screen to select the level you want to play.

KEN GRIFFEY JR.'s Winning Run

TRICKS OF THE TRADE



This month's poster features strategies for getting most or all of the top sluggers onto your team through player trades. If you manage the line-up well, you could be seeing lots of grand slam home runs, or, as renowned Seattle Mariners announcer Dave Niehaus says, "Get out the rye bread and the mustard, Grandma, it's Grand Salami time!"

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TRICK TRADE

In Season mode, you can use the trading system to bolster your team's pitching, running or batting strength. Players are assigned a trading value, which changes according to their performance. When trading up, the players involved must be within five points of each other, and you can make up to fifteen trades before the August 31st deadline.

SCORCHERS If you like to burn or steal bases, take a look at the charts below. We've listed the fastest runners in each league and their trading values.



NATIONAL LEAGUE

PLAYER	TEAM	VALUE
Bobby Baker	L.A. Dodgers	38
Sandy Falcon	S.F. Giants	44
Muscles McFee	S.F. Giants	78
Curtie Swing	Cincinnati Reds	43
Rob Miller	Cincinnati Reds	11
Rabal Ruiz	Chicago Cubs	58
Razor Bizamore	Houston Astros	47
Billy Holden	Houston Astros	15
Rocky Rhoades	Houston Astros	15
Stuart Ingram	Pittsburgh Pirates	13
Rocket O'Hara	Atlanta Braves	55
Rock Ready	N.Y. Mets	39
Denny Rails	Philadelphia Phillies	43



AMERICAN LEAGUE

PLAYER	TEAM	VALUE
Scorch McFaden	Oakland Athletics	44
Vinny Clayton	Seattle Mariners	39
Blezer Brown	Texas Rangers	37
Paul Comet	Chicago White Sox	34
Jimmy Stealth	Cleveland Indians	51
Frank Slater	Kansas City Royals	32
Jet Salisbury	Minnesota Twins	38
Lee Sanders	Baltimore Orioles	45
Turbo Talnea	Detroit Tigers	43
Roger Mendez	N.Y. Yankees	35

When you build a roster of runners, you should make sure to balance speed with hitting. Advance your runners carefully and burn or hit ground balls to rack up lots of RBIs!

ES

SLUGGERS The other major trading strategy we have concerns getting most or all of the best hitters (listed below) on your team. The mighty Seattle Mariners are the only team that can have all of these power players in their line-up, since Ken Griffey Jr. refuses to be traded!

PLAYER	TEAM	INITIAL VALUE
Muscles McFee	S.F. Giants	78
Bull Higgins	S.F. Giants	75
Rebel Ruiz	Chicago Cubs	68
Slack Fitz	Houston Astros	77
Stevie Swift	Atlanta Braves	70
Ken Griffey Jr.	Seattle Mariners	80
Crush Faraza	Texas Rangers	89
Big Magoo	Chicago White Sox	78
Frank Liberty	Cleveland Indians	73

Since these star players have some of the highest trading values in the game, you'll have to trade up to intermediate-level players first, then increase their trading values to bring them within five points of the top-rated hitters.

WHAT TO DO The chart below shows the Mariners' default starting line-up. Make the four trades shown before the first game of the season. These trades will give you the best batting power for the money. You should then increase all of your players' trading values in the first game.

MARINER STARTING LINE-UP	INITIAL VALUE
LF—Vinny Clayton	39
2B—Jose Munoz	30
CF—Ken Griffey Jr.	80
DH—Mosey Ramirez	51
1B—Viper Ramirez	52
RF—Slash Cannon	58
3B—Jack Bootle	33
SS—Rich Arlas	40
C—Stan Milton	28

Trading values will change throughout the season, increasing or decreasing according to a player's performance. Try to make as many hits as you can in the season opener.



UP THE ANTE This chart shows how to calculate trading value increases per game. For example, if a player bats .200 (gets one hit in five times at bat or 1/5) in a game, his trading value will go up by 10 points.

.200 = 1/5 = +10	.600 = 3/5 = +30
.250 = 1/4 = +12	.666 = 2/3 = +33
.333 = 1/3 = +16	.750 = 3/4 = +37
.400 = 2/5 = +20	.800 = 4/5 = +40
.500 = 1/2 = +25	1.000 = 1/1 = NO CHANGE

Keep in mind that batting 1.000 (getting a hit every time you're at bat) will result in no change to a player's trading value. Home runs add one point to a player's value, in addition to other changes.

Try to get at least one hit from every batter in the first game. If you want to trade for all of the power hitters right after the first game, you must match the batting averages shown below.

PLAYER	FINAL VALUE
Clayton* (39) Bat 2 for 3 = +33	72
Comet* (34) Bat 2 for 3 = +33	67
Griffey Jr. (80) Doesn't matter (hit some homers and make Junior happy).	
M. Ramirez (51) Bat 1 for 2 = +25	78
V. Ramirez (52) Bat 1 for 2 = +25	77
Cannon (56) Bat 1 for 2 = +25	81
Baker* (38) Bat 2 for 3 = +33	71
Falcon* (44) Bat 2 for 3 = +33	77
Slater* (32) Bat 2 for 3 = +33	65

Even if you can't match the performance in the first game, you may eventually be able to get all of the power hitters on your team. Keep in mind, though, that you should strive to make the trades as quickly as possible. The players you want to get will most likely increase in trading value as the season progresses.

ADDITIONAL TIPS

- When grooming a player for a trade, don't bat 1.000, or his value won't go up if you're in the final innings and he's gotten a hit every time he's been at bat, make him strike out.
- Just as getting a hit will increase a player's value, getting an out will lower it. If a player has already hit two for three, replace him with a bench player. Don't risk getting another out. If he ends up batting two for four (.500) instead of two for three (.666), his value will go up by only 25 points instead of 33 points. This strategy will also give the substitute a chance to increase his value.
- The faster players on the chart (marked with an asterisk) should burn when possible. They're often fast enough to make it to first base, and even if they don't,

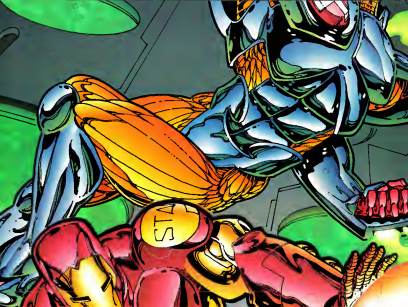
a sacrifice bunt won't count as an at bat. This is the only time that an out will not lower a player's value. Like an out, a walk will also lower a player's value. When the Marmies play the White Sox in the first game of the season, intentionally walk Big Magoo every time he's at bat. His value will go down, and he'll be easier to afford him.

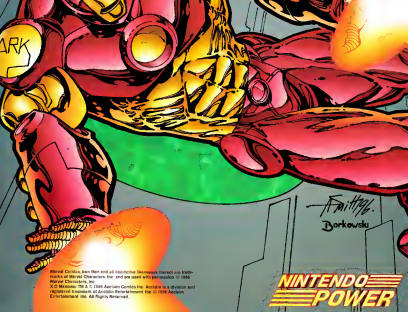
- Once you have all of the power hitters, use the trades you have left to beef up your pitching staff and/or sign a few fast runners. Most any team can acquire about four or five sluggers if you manage the trades well. Baseball is a game of strategy on and off the field, and if you master both arenas, you'll roll right through the playoffs and on to the World Series! My, oh, my!

IRON MAN X-O MANOWAR IN HEAVY METAL

COMING SOON TO YOUR GAME BOY FROM ACCLAIM







MARK

F. Miller
Dorkowski

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NINTENDO
POWER

EPIC CENTER

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WEE EPICS

Good things sometimes come in small packages, such as the two Game Boy adventures *Dragon Heart* and *Sword of Hope II* featured in this month's Epic Center. To



Link's Awakening

Epic gamers, it may seem as if the small screen has been neglected over the years. Not so. Your Epic staff has put together a list of favorite Game Boy RPGs and adventures that every epic fan should play. Some of these titles may not be available at all retailers, but if you find them (perhaps in a treasure box or under a loose stone) they'll provide hours of adventure and fun.

At the top of everyone's list was

Nintendo's *The Legend of Zelda: Link's Awakening*. This adventure from Shigeru Miyamoto brought the live action of previous Zelda games to Game Boy for the first time. Players solve puzzles, interact with characters, battle bosses and eventually wake from a horrific nightmare.



Final Fantasy Legend II

The second place game wasn't as clear cut, but *Final Fantasy Legend*, *FFL II* and *FFL III* all scored high in our unofficial poll. *Final Fantasy Legend II* got the highest marks. *FFL III* suffered only from a lack of innovation between it and *FFL II*. All of the *Final Fantasy Legend* games followed Square's tradition of mixing RPG, fantasy, sci-fi and deeply involving stories. *Final Fantasy Adventure* also ranked high on several lists. In contrast to the *FFL* series, *FFA* emphasizes puzzles and action, making it more like *Link's Awakening*. *Gargoyle's Quest* from Capcom is an adventure that leans heavily toward the action side of the scale, but it has a sprawling, epic feel that will appeal to many players. Several other adventure games also made the grade, including *Ultima: Runes of Virtue*, which combines lots of puzzle-solving and live action battles with more traditional RPG elements such as visiting towns and upgrading weapons. A second *Runes of Virtue* was released several years later that continued Lord British's adventures. This month's

reviewed game, *Sword of Hope II*, follows in the boot prints of Konko's original *Sword of Hope*—a game that combines RPG styles.

Several of our editors praised a little-known game entitled *Kingdom Crusade* from Electro Brain. This strategy game offered one and two-player modes in a compelling engine. Players move fantasy units over the land almost as in a chess game, then fight pitched battles using weapons and magic. *Rolan's Curse* and *Rolan's Curse II* from American Sammy also showed up on the list. Both *Rolan* titles fall into the adventure/puzzle tradition of *Final Fantasy Adventure*. Diehard strategy fans may even find *Nobunaga's Ambition* for Game Boy from Koei. The *Nobunaga* series deals with the shogun period of Japanese history. It involves the direction of extensive military and civil units in an epic war. In Japan, of course, the list of epic games for Game Boy is even longer, including last month's Epic News feature, *Pocket Monster*.



Final Fantasy Adventure

We hope that this impressive list of epic games for Game Boy might open a few eyes. The Super NES has long been regarded as the king of epic games, but Game Boy can make a strong claim for the throne of the prince. For now, enjoy *Dragon Heart* and *Sword of Hope II*.



THE STORY OF A KNIGHT
WHO SLEW A DRAGON
AND VANQUISHED EVIL...

DRAGONHEART™

KNIGHT'S CODE OF HONOR

What evil lurks in the heart of a dragon? Sir Bowen believed that it was an evil so dark that it could make a good man go bad. It happened to his pupil, Prince Eilon. When Eilon was slain in battle, his mother, Queen Aislinn, enlisted the help of a dragon named Draco. Draco gave up half of his heart so that Eilon would live. The dragon's sacrifice did bring Eilon back to life, but the prince returned as an evil, spiteful creature. In this Game Boy adaptation of the new movie, DragonHeart, from Acclaim, you guide Sir Bowen on a journey to uphold the Knight's Code of Honor and avenge Eilon's transformation by vanquishing all dragons from the land. The game is an eight-level, first-person perspective quest with side view fighting and plenty of interesting characters and situations straight from the movie.



THE CAST

A large part of your quest involves talking to the people of the land, gathering information and helping them so that they will help you. Some people are kind. Others have evil intentions that will become clear as the story unfolds. When you speak to the people, you will have options as to what you say to them. If you choose your words carefully, you can persuade them to help. If you don't, you may provoke a fight.

Sir Bowen

Sir Bowen is an honorable knight who will do all that he can to uphold the Code of Honor and discover why his land has gone mad.



Gilbert

The good friar, Gilbert, offers assistance to Bowen all along the way. He knows much of the land and its people.



Kara

The people of the land are rising against their corrupt leaders. This rebellion is helping to lead the charge.



Peasants

Peasants represent the land and the people. They offer helpful advice and items that will further Sir Bowen's quest.



King Eimon

The prince is now king and he is more renegade than ever before. What is the secret behind his transformation from good to evil?



Lord Felton

King Eimon's tax collector is a ruthless sort who enforces the laws of the land with an iron fist.



Lord Brok

Brok is Eimon's right-hand man. He has an overwhelming thirst for glory that may prove to be his undoing.



Soldiers

Eimon's men are oppressing the people of the land. Bowen will have them a scrape with these thugs in his quest to find the truth about Eimon.



BATTLE

Sir Bowen's battles with the evil elements of the kingdom are shown with a side view—Bowen on the left and his opponents on the right. You control Bowen's movement from left to right, along with every thrust of his sword and block with his shield. You can place the shield in high, medium and low positions in order to guard Bowen from the enemy's attacks. The secret to success is knowing when to guard and when to attack. Study your enemy and move cautiously.

DRAGONS



Sir Bowen, the dragon slayer, has a great amount of experience in dealing with these monsters. He knows that you should guard high when you are close to the creature and guard low when far away. That way, you'll avoid most from the dragon's fiery breath. When the dragon stops to rest, that's your cue to move in and make your presence known.



SOLDIERS



King Eimon's men have swords and axes and are ready to use them to uphold the forces of the kingdom. Soldiers don't use shields. You should be able to hit them with very little difficulty. Hold your ground and wait for your opponent to move in, then swing before he can get his weapon aimed to you. Swing again when the knife is preparing for another attack.



DRAGON TROUBLE

Your adventure begins near the village of Hewwood, where a dragon has been stealing sheep. If you do certain favors for the people of the village, they will offer goods and information that will lead you to the dragon. One particularly helpful man in the tavern will show you the way to the other side of the forest, where the dragon lives.

THE ART OF PERSUASION

While talking to the people of the land, you can often respond to their remarks and questions in more than one way in some situations. You may have to persuade people to help you with items or information. The manner in which you speak to them may affect their willingness to help.



MAD VILLAGER

A reclusive peasant in the village of Hewwood has very few words to say to you when you enter his shack. If you bother him on several occasions, he will challenge you to a fight. This peasant is no dragonslayer: Once you get in a few good blows, he will call it quits and scurry back into his shack. This little soufflé will give you some fighting experience for the battles ahead.



LORD FELTON

Another dragon lurks near the village of Lord Felton, King Eron's tax collector. One peasant has gone off to fight the beast, but he is ill-equipped for the task. If you find this fellow, he will tell you about a meeting that Felton is conducting in the village. This meeting will set you on course for a battle with the dragon.

RELUCTANT HELP FROM FELTON

The dragon is the least of Lord Felton's worries. He has a mill to run and an angry mob who would rather rally against the policies of the king than spend another day working for nothing. This is not the first time that you have spoken with Felton; he will have a few words to say to you, and not all of them kind. But, in the end, he will help you enter the forest where the dragon awaits your arrival.



Steps

- 1 Talk to a farmer.
- 2 Walk to Hewwood.
- 3 Return to the farmer for taraps.
- 4 Borrow ponies from Gilbert.
- 5 Journey back to Hewwood.
- 6 Give the taraps to a woman for information about the king.
- 7 Give your ponies to the blacksmith.
- 8 Go to the tavern.
- 9 Accept brew from jolly peasants and give it to the man near the fire.
- 10 Ask the man to guide you to the forest.
- 11 Walk through the forest.
- 12 Talk to a man who knows the whereabouts of the dragon.
- 13 Venture through the dragon's cave and fight the dragon.



Steps

- 1 Talk to a woman about her husband.
- 2 Visit Felton's village.
- 3 Find the dragon-crossed peasant.
- 4 Return to Felton's village for a meeting.
- 5 Talk to Lord Felton.
- 6 Go to the mill and receive an axe from the mill guard.
- 7 Break the barricade at the entrance to the forest.
- 8 Walk through the forest.
- 9 Fight the dragon.

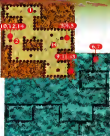


LONG LOST BROTHERS

After a run-in with Lord Brok, you will find yourself a guest in his dungeon. Another dungeon dweller will tell you about his long lost brother and will give you a childhood toy to pass on to the brother after you escape.

LORD BROK

Lord Brok is a proud man who rules over the kingdom with an iron fist and no forgiveness. He has little patience for a knight who talks poorly about the king. When you meet Brok, he will take up his arms against you. After a short fight, Brok will call upon his men to send you to the dungeon.



DUNGEON FIGHT

You'll encounter a guard with a key in the dungeon. This fellow isn't one of the king's finest; he'll give you the key after a very short fight.



LOST BROTHER

An old man wanders the dungeon as he has for 20 years. Knowing that your destiny is on the outside, the man will ask for you to find his brother and give him a toy pony that the brothers shared as children. The man on the outside will then know that his brother is alive.



OATMEAL QUEST

An old man in the southeast desires his morning oats before he will listen to your story. When you find oats and sugar for him, he will gratefully accept the toy pony from his lost brother.



A REVOLTING WOMAN

Many peasants have threatened to overthrow the ruling forces. These murmurings of dissent have led guards to lock up entire villages. In one such village, you will meet a strong woman named Kara who leads the revolt.

SHOW YOUR STRENGTH

Some people of the land don't believe that a single dragon-slayer can make a difference in this oppressive kingdom. It is your task to prove to these people that you can and will put an end to the corrupt leadership.



OUTWIT THE WITLESS GUARD

You can fight the guard that looks over the imprisoned villagers all that you want, but your efforts will be fruitless. Show him the shackles of an escaped prisoner and talk him into leaving his post.



Steps

- 1 Talk to a peasant.
- 2 Go to the captured village.
- 3 Talk to Kara.
- 4 Find a man in stocks.
- 5 Receive a hammer from a farmer.
- 6 Free the man in stocks.
- 7 Talk to the man again.
- 8 Offer to take the stocks.
- 9 Return to the captured village.
- 10 Use the stocks to fool the guard.
- 11 Free the village.
- 12 Go to the forest.
- 13 Talk to Kara again.
- 14 Speak to Heve.
- 15 Fight the dragon.

FRIENDLY DRAGON

When Eilon was wounded, he was revived by the sacrifice of a dragon named Draco. This

beast gave half of his heart to preserve the life of the prince. Now Bowen will understand the true nature of the dragon that he has sworn to defeat.

SHELL GAME

There is a simple shell game in the pub of Kara's village. By winning this game, you can earn gold that will allow for you to buy a hat for a bucksteed.



DRACO

The old dragon, Draco, is proof that not all dragons are terrible beasts. After a battle that you and Draco both agree is a futile exercise, Draco will become your friend and will offer insight about the nature of King Eilon. Draco will prove to be an ally in the journey to come.



STEPS

- 1 Go to Kara's Village.
- 2 Talk to Kara.
- 3 Talk to the man at the well.
- 4 Play the shell game in the pub.
- 5 Buy the big hat at the hat shop.
- 6 Find Julian in the field.
- 7 Trade the hat to Julian for his bucket.
- 8 Return to the village.
- 9 Give the bucket to the man at the well.
- 10 Take water to Kara's father.
- 11 Receive Arthur's Ring.
- 12 Talk to the old knight on the other side of the forest.
- 13 Meet Gilbert.
- 14 Go to the waterfall.
- 15 Meet Draco.

SWAMP PEOPLE

The villagers in the swampy section of the kingdom have little or nothing to say to you. In fact, some of them will attack you if you approach them. You will earn some assistance if you catch a pig and use the meat to bribe a guard in the village.

KEEP YOUR DISTANCE



Some of the swamp people are mean and will engage in battle with you if you approach them. While it is best to avoid these creatures, you should have no difficulty in fighting them off if they attack.

A DRAGON HIDES IN THE SHADOWS

A fierce dragon hides in a cave to the southwest. This beast knows that it would have the advantage while fighting in the darkness of its dwelling. By getting swamp grass from a farmer in the fields and having Draco light the grass, you will be able to bring light into the dark cave.



STEPS

- 1 Talk to Kara.
- 2 Catch a pig in the field.
- 3 Walk to the swamp village.
- 4 Give the pig to the cook.
- 5 Take a piece of pork.
- 6 Give the meat to Gilbert's guard.
- 7 Free Gilbert from prison.
- 8 Walk to the forest.
- 9 Talk to the ghost of Arthur.
- 10 Talk to a swamp grass farmer.
- 11 Go to the dragon's cave.
- 12 Receive swamp grass.
- 13 Talk to Gilbert.
- 14 Have Draco light the torch.
- 15 Enter the dragon's cave.
- 16 Fight the dragon.

THE REVOLT

The peasants of the land have had enough. They are ready to rally against their leaders. At least, some of the peasants are ready to fight. Others believe that the soldiers are too strong. It is your duty as an honorable knight to help organize the efforts of the people.

PESSIMISTIC PEASANTS

Some peasants will not want to join the revolt for fear of being beaten by the well-equipped knights. You must convince them that there is power in numbers and that, together, the people of the land will win.



THE PLAN OF THE PEOPLE

The people of the land will strike the leaders of the kingdom as soon as you clear the way. There is a dragon in the path to the castle. You must lure the beast to a cave and fight it. Only then will the people be able to move on to victory.



STEPS

- 1 Talk to Gilbert.
- 2 Go to the rebel camp.
- 3 Persuade peasants to join the revolution.
- 4 Return to camp.
- 5 Hinc introduces Richard.
- 6 Talk to Richard.
- 7 Journey to the cave.
- 8 Talk to Gilbert.
- 9 Rescue the Dragon Horse.
- 10 Rescue the Sheepskin.
- 11 Talk to Gilbert.
- 12 Lure the dragon into the cave.
- 13 Fight the dragon.



KING EINON

The ruthless King Einon, as it turns out, was not made evil by having the heart of a dragon. He was simply greedy for more power than he had as a prince. Now, his Dragon-heart makes him very strong, indeed.

EINON'S SOLDIERS

Your path to Einon will be filled with one fight after another. While Einon's soldiers are relatively weak, their sheer number might make the journey of faith, forge on and fight every battle as though it is for the kingdom.



STEPS

- 1 Talk to Gilbert.
- 2 Enter the forest.
- 3 Fight Lord Felan.
- 4 Meet Hinc.
- 5 Fight Lord Book.
- 6 Meet Gilbert.
- 7 Have Gilbert aim his arrow toward Einon.
- 8 Go to the castle entrance.
- 9 Meet Kam.
- 10 Meet Queen Asine.
- 11 Fight Einon.
- 12 Chase Einon.
- 13 Meet Asine again.
- 14 Fight Einon to the death.

THE QUEEN SPEAKS

Queen Asine knows that her son was not as virtuous as he pretended to be before he was slain and revived by Grato. But she could not see him die. Now, the queen knows that it would be better for her kingdom if Einon goes down in defeat. She will give you her blessings.



BATTLE WITH THE KING

Your former student returns as the evil king. You know Einon's moves. In fact, you taught them to him. You'll fight Einon and chase him in a long dangerous crawl. Make every thrust of your sword count and you will be victorious.



Sword of Hope II™



An angry red glow cleaves the night sky, a portent of doom to come. A young hero is called forth to defend his kingdom from an ancient evil resurrected. Five years after the original *Sword of Hope* was released, Kemco of America brings forth *Sword of Hope II*, an exciting new on-the-go adventure for the Game Boy.

KING'S ROOM	
	
MOVE	GOLD: 100
+	LOOK ITEM OPEN MAGIC HIT POWER

	
+ FIGHT MAGIC ITEM	
+ THEO MUTE	BLOP. . . . 1 SKELETON. 1 MOTH. . . . 3

FACING DEMONS AND DANGER HEAD ON

Much of *Sword of Hope II* is standard RPG fare, but it provides the right level of challenge for less experienced players or for players needing casual entertainment during an airport layover. The first-person perspective works well as the Game Boy format, and the Look, Open and Hit commands give you a good feeling of interaction with your surroundings. We do, however, have a bone to pick with the battle system. When facing a group of identical enemies, you can only target the entire group, not specific individuals. With the computer deciding the battle order, you'll often have weaker fighters striking stronger enemies or powerful blows being wasted on nearly-defeated foes.

		
+ GLASH FLEE AUTO		
LV	HP	MP
THEO 11	7	22
MUTE 11	41	51

	
+	
FIRE STONE FLAME DARK	MEDIC BLAZE OE-SPELL ICE

If the first attack kills an enemy, a second attack against the same enemy will strike thrice.

ANCNT TEMPLE: 1F	
	
MOVE	GOLD: 1572
+	LOOK ITEM OPEN MAGIC HIT POWER

ANCNT TEMPLE: 1F	
	
MOVE	GOLD: 1572
+	LOOK ITEM OPEN MAGIC HIT POWER

Clicking on an arrow will send you in that direction, but you won't actually turn. You'll always be facing "up."



THEO'S ADVENTURE BEGINS

Build your strength in the area around the castle before you begin your quest in earnest. Your father, King Hennessy, has placed a spell on you that will bring you back to the castle if you are defeated, so you won't have to dip into your food supply yet. Once you advance a few experience levels, buy a Copper Sword, Leather Armor and Leather Shield, and head for the Ancient Temple.



ANCIENT TEMPLE - CAVE

You should look at and hit objects or walls repeatedly to uncover hidden buttons and passages. You may not see an item or get a reaction on the first or even the second try. Your HP and magic points will be replenished when you advance a level, but you should carry some wheat and herbs with you, just in case.

Enter the Temple

Your objective here is to examine the Sealed Room in the basement. Hit the statue of the soldier to uncover the hidden staircase, then move the arms of the statue in the basement to reveal a secret door. You'll soon learn the terrible history of the great light.

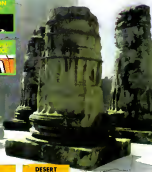


Find the Cave

After your horrific discovery in the temple, you'll find an even more gruesome scene awaiting you on the forest road. Follow the demon's path of destruction to the waterfall and the cave beyond. Move pieces of the puzzle well begin to fall into place as you befriend a young boy named Mute. After Jugh's lies, take Mute back to the castle.

AN ANCIENT EVIL GATHERS STRENGTH

King Hennessy will open the entrance to the desert so you can search for Jago, the demonic servant of the dark lord, Zalado. You'll also be able to journey to the prairie beyond, but you won't find anything significant there at this point. You should concentrate on hand-to-hand combat while Mute casts spells. With the proper weapon and training, you'll soon be able to vanquish most enemies with one blow!



Worm King
Build your party to experience level 7 before you confront the Sand Worm.

Entrance
After you rescue Nina from the Sand Worm, bring her to the bottom left square.

From Woods
The path from the woods will bring you here. If the desert enemies are too tough, return to the woods to gain more experience.

DESERT

Enter the Desert

Mute should know the Flame spell before you come here. The Blaze spell is even better, since it targets multiple enemies at once.



The Fortune-Teller

Are the fortunes worth that much gold? Probably not. If you explore the desert thoroughly and listen to what Nina and others say, it's free Nina's father from the underground temple and don't know what to do next, come back here for a clue or two.



Rest and Relax

At first, you could rely on the automatic power-up you received when you advanced to the next experience level. Now you must use items or sleep in the inn to stay healthy.

Casino



The coins you win in battle can be used in the casino. The odds of winning something good are slim, though, so trade the coins for gold in the weapon shop instead.

Arms and Armor

The Steel Sword, Heavy Garment and Copper Shield are great for you. Give both Mute and Nina the best armor you can afford.



Rescue Nina



From the entrance to the inn, walk down one square to find the Sand Worm. Defeat this grim and gritty foe to save Nina. Don't bother buying fancy new weapons for Mute and Nina, since Mute is a better magician than he is a warrior, and Nina won't be staying with you for very long.



Into the Temple

Take Nina to the bottom left square, the one with the mound of sand. Use the Sand Drop to open the entrance to the temple. If you're at level 10, you shouldn't have a problem in here.



UNDERGROUND TEMPLE

10: B2

B1



Caution!
Hitting a wall could reveal a door or bring disaster raining down on your party.



A Startling Change

Look closely at the statues in this temple. My, they really look like, don't they?

From Desert

Starting from the bottom left square of the desert, climb down the ropes to arrive here.

B2



FROM B1

THE ROAD GOES ON...

You must now go to the prairie and the lake, where the Jewel of Water will enable you to breathe underwater. Nina is gone, but you'll eventually meet more companions along the road, including a friendly goon and a scientist with a magnificent flying machine. You may yet regain the Hope that was lost!

UNDERGROUND TEMPLE Break Through



Upon closer inspection, some of the walls seem heavier than others. Use the map to determine which walls to hit. An incorrect choice isn't fatal, but painful, none the less.

The Labiola

The Labiola may look like the Sorci Witch, but that's where the similarity ends. He's much stronger and tougher than his smaller cousin. Use physical attacks and Mute's ice spell to cool him off. Nina won't be much help against this monster, so have her heal the party and replenish Mute's magic.



CHARACTER		HEALTH		MAGIC	
NAME	HP	MP	MP	MP	MP
NAME	HP	MP	MP	MP	MP
NAME	HP	MP	MP	MP	MP

Confront Jaghi

Split open a chest to reveal Jaghi in all his furious glory. Use the same tactics you used against Labiola. After you



defeat Jaghi, gather up his armor and sprinkle them on the statues—especially the one on floor B2.

A Happy Reunion

One of the statues was actually Nina's father, petrified by Jaghi's magic. Before Nina and her father depart, you'll receive the Jewel of Water and instructions to travel north. It's up to you and Mute to continue the quest.



THE SINISTRALS ARE INVADING!

The struggle against the powerful Sinistral invasion culminates this month as the Epic Center covers the second half of *Lufia II: Rise of the Sinistrals*. Natsume's 20-meg role-playing sequel is crammed with puzzles and mazes. This month we give you the tips and hints you need to explore the East Continent.



Lufia II

Rise of the Sinistrals

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LAST MONTH

Last month's Epic Center Review of *Lufia II* provided extensive coverage on the first half of the game, focusing on the western half of the hemisphere. In addition to providing an overview of the game, readers picked up useful tips and strategies for solving the trickiest puzzles encountered during the first twenty to thirty hours of game play.



THIS MONTH

This month's Epic Center Review provides comprehensive coverage of the Eastern Continent and the most troublesome puzzles found in the second half of the game. When you combine the Epic Reviews in Volumes 84 and 85, you'll have information for 80% of the game. Now if you could only find a quick way to build your character levels...



Lufia II's confounding puzzles increase in complexity as you track down and destroy the Sinistral threat invading your world.



The game's compelling story line builds to a dramatic conclusion as Maxis uncovers the Sinistral plot to destroy humanity.

TOWER OF SACRIFICE

The melody of a distant flute lures the young women from the town of Nareysus to the tower in the north. Stop the music before Narcysus is abandoned.



The women of Nareysus are being lured by the mysterious music emanating from a nearby tower.

BOMB THE TILES

Use your bombs to change the color of the floor tiles from brown to white. Place the bombs in the exact order and location shown in the photo on the right. When you solve the puzzle, you'll find a ladder leading up to the tower's fifth floor.



GRAVITY ORBS

Gravity orbs create a barrier whenever you step toward the door on the second floor. Blast open the crack in the right wall, then take a detour around the orbs through the hole created by your bomb.



Use your bombs to blast a hole in the right wall, step on the two belts and re-enter the room through the new opening.

LOWER MOUNTAIN

Make a sleek girl in Treadool feel better by giving her the Priphea flower. While you're tracking down the flower, look for the Hammer in the caverns deep beneath Flower Mountain.

SPIKE MAZE

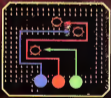
You must work your way through a spike maze to reach Flower Mountain's summit. While you've encountered this type of puzzle before, the Flower Mountain maze has more twists, turns and dead ends. Use your Hammer on the walls to uncover a secret room.



A maze of spikes obstructs your path to the top of Flower Mountain. Use the Hammer to break through the passage to the Seeker Rock.

TELEPORTER TREK

You can lower the spike barrier on the right side of the room if you can find your way to all four teleporters in the room. If you get stuck, follow the paths outlined below.



CARE AND FEEDING

Capsule Monsters grow larger as you feed them the weapons and armor that they crave, but their tastes in food become expensive as they mature. One method for quickly finding a particular item for your finicky monster is to keep a list of the weapon or armor sold by each shop and warp your way through the menu.

ITEM	PRICE	WEAPON
Revolvraker	5000	1
Shrapnel	4000	1
Flaming Star	10000	1
Vice Grips	6000	1
Stave	8000	1

Looking for a particular weapon to feed your monster? Keep an inventory list of the weapons and armor for sale in every shop.

ITEM	PRICE	WEAPON
Thunder Gun	1000	1
Light Saber	1000	1
Long Sword	1000	1
Curly Whip	1000	1
Shield	1000	1

If you want your Capsule Monster to grow faster than normal, feed them the specific weapon or armor that he craves.

DANKIRK KINGDOM

The kingdoms of Auralio and Dankirk are negotiating a peace treaty. As a sign of goodwill, the Prince of Auralio is giving the King of Dankirk a priceless ruby statue called the Ruby Icon.

WHERE IS THE RUBY ICON?

While Auralio and Dankirk won't ask you for help, you can't continue your journey across the ocean until the Ruby Icon is found. Start your own private investigation.



Use the Warp spell to zig between the village of Clamento and Auralio as you ferret out the thief who stole the Ruby Icon.

SCANDAL AT THE WATERGATE

Although the Prince of Auralio is too embarrassed to admit it, the Ruby Icon is missing. The Auralio Watergate is temporarily closed while a search is conducted.



Until Prince Leon recovers his Auralio's national treasure, his country's Watergate blocks the channel south of the Dankirk Kingdom.

CLAMENTO

Jolly, the glassmaker in Clamento, is indebted to you and is willing to help in any way. Warp to Clamento and ask Jolly to make a glass imitation of the Ruby Icon for the Prince of Auralio.



After you find and return the Ruby Icon, Auralio's Watergate will stay open.

DANKIRK NORTH CAVE

While tracking down the thief and the Ruby Icon, locate and activate the four red switches hidden in the caverns inside the North Cave.

THE EYES HAVE IT

The mysterious magic from three stone eyes suspends a red switch high above a chamber on the third floor. Use your Hookshot to break the spell and close the three eyes in the room.



The magical power of three stone eyes suspend the red switch above the room.



Cut away the bushes and use your Hookshot to close the eyes.



Look for the final stone eye behind the vines at the top of the chamber.



When all three eyes are closed, the red switch will fall to the floor.

BURN AT BOTH ENDS

The fourth floor of the Dankirk North Cave has two identical rooms joined by a teleporter. Light torches one at a time in both rooms. When all the torches in the rooms have been lit, a bridge will appear and you'll find the final red switch.



.....

BLAST THE BONES

Blast away a pile of dusty bones with a bomb and uncover the button in the lower right corner of this chamber on the second floor of the Dankirk North Cave.



Use bombs on the bone piles. Switches are sometimes hidden beneath the debris.

FORFEIT ISLAND

Make a fortune or lose it all at Luifa's largest casino, located on Forfeit Island. While many games are strictly small change, you can get in on the big action. After you return the Ruby Icon to Prince Leon of Aarulo, he'll give you his VIP Card. The VIP Card gets you a seat at the table of Forfeit Island's high stakes poker games and access to the most expensive slot machine in the world. When you're done playing, cash in your winnings at the casino store. Be sure to purchase the Jewel Slicer and the powerful Dragon Blade for your Hero and Guy.



Forfeit Island features bingo, slots and blackjack, and if you have the VIP Card, you can play for big stakes in the poker game.

If you help Prince Leon of Aarulo, he'll give you his VIP Card. The card gets you into the best games on Forfeit Island.



Forfeit Island offers several different slot machines. Their payout vary, depending on how much you're willing to gamble.



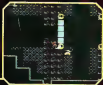
NORTHEAST TOWER

Amon, the Sinistral Master of Chaos, has landed in the Northeast Tower near Fermin Kingdom. Monsters terrorize the countryside as a sickly glow spreads from the tower. You must rout Amon from the tower before Fermin is destroyed.

MOVE THE BRIDGE

You can't walk on the bronze arrows engraved in the floor, but you can change their directions by hitting them with your sword. Swing your sword over the arrows on the left side of the chamber until they point right, then push the switch in the middle of the room.

The bridge slides to the right side of the chamber, where your party can cross the room and climb to new heights inside the tower.



Use your sword to rotate the arrows to the right, then push the switch to move the bridge.

THE PLATFORM MAZE

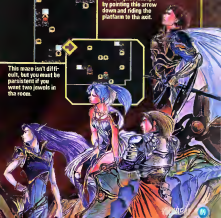
The silver platforms transport you across the tower's fourth floor, but not always in the direction you're hoping to go. Use your sword to change the direction of each navigation arrow as you weave your way through the chamber.



Make a quick escape by pointing the arrow down and riding the platform to the exit.



This maze isn't difficult, but you must be persistent if you want two jewels in the room.



PORTOVIA

A ghostly fire smolders beneath the sea, but your party can't reach the source of the Sinistral flame. Perhaps Lexus's friend in Portovia has a solution.

UNDERWATER ADVENTURE

A long time friend of Lexus, Dr. Kirmo is anxious to help the party on its quest. Look for the inventor in the basement of his lab in Portovia. Dr. Kirmo had been working on the designs for a submarine until someone ran off with his plans. If you can find the plans, he will build you a sub.



Dr. Kirmo can change your ship into a submarine if he has his blueprints. Find the oil that ran off with the plans.

MOUNTAIN OF NO RETURN

The elf child carrying Dr. Kirmo's plans was last seen running in the direction of the Mountain of No Return. This towering peak is deep in the elven woods, far beyond human habitations.

HORSE HEADS

The Horse Head statues inside the Mountain of No Return sport a magical barrier that repels anything that their stone eyes see. You need to block their view if you want to recover Dr. Kirmo's plans. While you can't rotate the statues, you can push them against the walls.



Push the right Horse Head statue that's face-to-face with the upper left Horse Head against the wall, then push the left Horse Head down one space.

Push the lowest statue up into the center of the room, then block the view of the left Horse Head with the pillar.

Slide the pillar in front of the lower left Horse Head against the wall, then push the left center Horse Head up against the right Horse Head statue.

THE MANE BANE

The second Horse Head Maze is the most diabolical puzzle inside the caverns of the Mountain of No Return. If you find yourself stuck in a corner, use the Reset Spell to rearrange the statues and start the puzzle again.



Push this Horse Head statue down until his view is blocked, then walk along the left wall to the bottom of the chamber.

Slide this Horse Head at the bottom center of the chamber up one space. Now you can walk just below the chest.

Slide the Horse Head facing left to the right side of the photo to open space. Take the Aquan Sword and walk to the exit in the lower right.

DIVINE SHRINE

The Divine Shrine protects the Mystic Stones of Power. If Amon finds the stones, his magical powers will be insurmountable. You're the only one who can reach the shrine in time.

A DOZEN POTS

This puzzle is not as complicated as it looks. It's just a matter of moving the lower right pot in each group. The button controls the spikes leading out of the room, while the weak floor in the lower right corner drops you to a treasure chest.



Remove the pots in the lower right corner and step on the weak tile. You'll like what you find.

HAVE HOOK, WILL TRAVEL

There are several paths and methods for getting around the dual level chamber inside the Divine Shine, but you'll always have to use your Hookshot and Hammer. Latch on to the columns with the Hookshot to pull yourself across gaps. You can also push distant pillars and levers with your Hammer. You'll find the Rocket Ring in the upper right corner of the room.



Your Hookshot won't flip switches, but your arrows or Hammer would get the job done.

Climb down the stairs and take the Rocket Ring from the treasure chest in the upper left corner.



Drop down the holes in the rooms above the chamber to cover every corner of the chamber.



Push the three pillars around the room and use them on portable Hookshot columns.

MORE POWER TO YOU

Karyn, the keeper of the Divine Shrine, will be defeated when she banishes the evil Amon. The power inside the shrine cannot be left unprotected. You take the psychic power with you.



DRAGON EGGS

The Red Dragon grants you a limited wish when you find eight Dragon Eggs. You can find the dragon inside a small shrine near the village of Pico, but you need the submarine to land there. The Red Dragon lets you choose between valuable rings, potions or fruits each time you give him all the eggs. If you're short on eggs, check the locations listed on the right. Use the Jewel Solver to find the chests you missed. You can buy the Jewel Solver at the casino on Forlitt Island.



The Red Dragon in the Small Dragon Shrine near Pico will grant your party a limited wish if you deliver eight Dragon Eggs.

- 1 Return to the Cave to Gustle on when you have the Hookshot and cross the wobbly gap.
- 2 Open all of the chests so you make your way to the switches in the Alvaro Castle Basement.
- 3 Bomb open a hidden passage on the third floor of the Darkark Marsh Cave.
- 4 Talk to everyone in the Town of Mena after repairing the bridge to Dorobov.
- 5 Push the pillars over the flagstones inside the North Dungeon near Bound Kingdom.
- 6 Place a box in front of the right door at the North Lighthouse near Picolet's Castle.
- 7 Drop a bomb at the dead end on the right side of the Flower Mountain teleporter maze.
- 8 Play the five musical tiles in ascending scale inside the Divine Shrine.

3 IG FOR DIVE!

Your submarine is docked and waiting for you in Paetovia after Amon is banished from the Divine Shrine, but your Sinistral problems are far from over. Eerie lights roll the waters off the shore of the Shrine of Vengeance, frightening the citizens of Barnan. There's an underwater entrance to the shrine off shore, and it's up to you to get to the bottom of the Sinistral tricks and quell the fears of the nearby villagers. Remember to return to port periodically to save your sanity.



While random monsters roam the maze and the level, there is peace beneath the waves. Your sub is immune to all encounters.

While every role-playing game features a flying dragon or airship for over-land travel, Latis it takes you deep underwater.



Some mazes in the game have an underwater version. Dive into any drop holes you find and get to the bottom. —J.S. Gilguy

FINAL FANTASY III

Espers, Magitek, a World of Balance, a World of Ruin...sound familiar? It will to most of you, since Final Fantasy III has been on the Super NES Top 20 list ever since its release. For the benefit of those who weren't around for our original three-part review or who don't have the Player's Guide, here's some help for a classic that's still going strong!

BALANCE AND RUIN

As of this issue, Final Fantasy III will have been on the Super NES Top 20 list for a full eighteen months since its release. At a time when most other games would have been relegated to the back of the closet, FF III is still thrilling omnibus adventurers everywhere. Despite the fact that we printed a three-page review in Volumes 65, 66 and 67, and that we dedicated an entire player's Guide to this game, it still generates thousands of game play calls and letters from new and repeat players every week. Much of the fun of RPGs is in collecting all of the items and accessories for every single class. This month, we'll discuss some of those details as well as level-building secrets and tips for beating some of the more formidable foes you'll encounter.

PUMP UP

One of the first questions we always receive on any role-playing game is, "Where can I build my characters' levels?" There are at least three very

good places to do this in FF III. The first two are located in the World of Balance, while the third is found in the World of Ruin.

Figoa Castle

The first level-building location in the forest southwest of Nocthe. Spend some time here before you go on to Figoa Castle. The enemies in the caves around Figoa Castle will be too tough for you at this point in time, and the Level-up bonuses if



The Leafers and Dark Winds won't give you much trouble

you use Lector's Steal ability on a Leader in battle, chances are you'll get a health-restoring Tonic for your efforts. These Tonics will easily sustain you until you decide to move on. We've developed a new character join your group, he or she will be with these or four levels of your other party members, so take the time to

gain a lot of experience before you embark on your first quest. Even if you raise your levels fairly high early in the game, you should always take the time to gain experience as you go along. You may get past one obstacle at enemy easily, but the next may demand a much higher level of power and skill to overcome.

Lete River

You'll find the second level-building location on the Lete River after Baron joins up. Ride the rapids until you come to the first Save Point. Save your game and sail to the next intersection. The left fork will take you further downstream, but the upper gash will bring you back around to this spot. Go around this loop as long as you like, defeating enemies and gaining money and experience. Use Baron's Health ability to keep the party alive and well. If you have a controller with a turbo feature, you can set it so that the party will loop around on their own. On the Game screen, switch the Command set (Cmd. Set) option to "Short," then set Baron's leader commands so that "Health"

is at the top of the list. Set the A Button on your controller to "auto," turbo it if it has that option or tap the A Button down with the turbo on. Now your party will loop around the river and fight all the random battles automatically.



It will still take a long time to get to level 62, the recommended level for finishing the game

Chances are that Baron's Health ability will prevent party members from being defeated, but you can check on them every so often, just in case. Once you're ready to head down river, take the left fork and sail onward.

North of the Veldt

If you find that you have progressed faster than you should have, or you just want to build up some insurance before a big battle, we've found one good level-building spot in the World of Ruin. It's the forest to the north of the Veldt and west of Triangle Island. This stretch of woodland is home to large numbers of Tyranosaur and Brachosaurs, which are worth a few thousand exper-



These daunting foes are worth the effort to defeat

ience points each. If you've found a place in the World of Ruin that you think is better for building experience levels, let us know.

PUZZLES AND PERILS

Now we'll turn our attention to some of the common questions we've received as well as some clever tips we've gathered over the last year and a half. Enjoy!

Cave to South Figaro

As you escape from Figaro Castle astride the Chocobos, you'll battle troops in Magitek armor. After the battle is won, don't use any items to restore your strength unless you're near collapse. The cave at the southern edge of the desert contains a Recovery Spring and several basins of magic water, which will restore the entire party at no cost besides the free energy boost you'll also find a number of treasure chests that contain useful, but



Being potent will pay off in a big way.

common items. If you leave the chests unopened and return after you rescue Celes, some of them will then yield valuable bonuses like the Thunder Rod and the X-Potion.

Phantom Foes, Phantom Friends

Hungry ghosts will dog your every step through the Phantom Forest, but there is a Recovery Spring along one of the paths. Once you reach the Phantom Train, head to the caboose to turn a potential foe into a temporary friend. A ghost will join you for a short time, and he'll come in handy,

especially if Shadow decides to leave. Ghosts can Fight or Possess in battle, but if they do the latter, they'll disappear along with the vanquished enemy. Don't use Tonic during a fight, either, since it is



You can have up to two ghosts in your party at a time.

poisonous to your other-worldly way. Have a between-battle attack in the desert cave if you need to replenish your energy. The ghost will leave you before you get off the train, but you can recruit more ghosts in other haunted areas of the game.

Figaro Revisited

Much of your time in FF III is spent crossing and re-crossing the land, following up myriad clues and leads. On your second visit to Figaro Castle, take advantage of royal privilege and place Edgar at the head of the party. The shopkeepers will be so delighted to serve His Highness, they'll give him a 50% discount on all purchases! If you're still short on cash, send the party into the desert for a few rounds with the resident monsters. You'll build up both your cash reserves and your experience points. When you need a breather, have a snooze in the royal bedroom. You'll wake up refreshed, and it won't cost you a single gold piece!

Imperial Banquet

After the Espers destroy the city of Vector, Emperor Gestahl will call a truce with the rebels and invite you to a banquet to discuss a peaceful settlement to the war. Before you sit down to dis-

ner, he'll ask you to talk to his soldiers. Once the meal begins, the Emperor will bombard you with questions. Each guard you talk to and each question you answer is worth one or more Peace Points. If you score well on the Peace Point scale, the Emperor will propose a very generous peace settlement after the banquet, and he may even give you a reward for helping end the conflict. The chart below shows the best answers to the Emperor's questions. The



If you fight, you won't receive points for that soldier.

Peace Point value for each soldier may vary, but if you want the Emperor to open the weapon chamber at the Imperial Base, you should talk to at least 15 soldiers. If you score over 90 Peace Points, the Emperor will liberate South Figaro and Doma, open the weapon chamber and give you the Tintinabar and the Charm Bangle.



Save Cid's Life

Like its predecessors, FF III is surprisingly poignant at times without being too sappy. At the beginning of the World of Ruin, Celes awakens from a year-long coma to find that Cid has been caring for her since Kefka set off a world-shaking explosion. Now that Celes is well, however, Cid begins to lose his will to live. You can save his life, but you'll have to act quickly. There are four kinds of fish in the waters around the island, but only



If you don't care for Cid properly, he'll sicken and die.

the Delicious fish, which are very strong swimmers, will restore Cid's strength. Exit the house and go down to the shore. Look for a fish that is swimming rapidly, grab it and take it to Cid to eat. If there are no fast moving fish, return to the house, talk to Cid then go outside and check again. Keep feeding Cid until he fully recovers.

Question	Answer	Points
A toast for?	For country	5 Points
Kefka's fate?	Leave in jail	5 Points
Poisoning Doma?	Inevitable	5 Points
Celes's loyalty?	Celes is one of us	5 Points
Questions for me?	Ask all three and don't treat yourself	2 Points
About Espers?	Espers went too far	5 Points
Your first question?	Repeat the first of your three questions	5 Points
Need a rest?	Rest	5 Points
You'll be attacked at this time.	Defeat the guards for points!	
What...want to hear?	War is truly over	5 Points
Go to Altbark together?	Yes	3 Points

I've Fallen, and I Can't Get Up

Quite a few adventurers return to the Serpent's Trench for one reason or another. They are often looking for clues as to what to do next, or they're collecting treasures that they missed on their last swim through. (The left fork takes you straight to Nikaoh, while the longer route to the right holds extra treasure.) Whatever the reason, many don't remember or realize until after they've taken the plunge that the trench is a one-way path. If you've fallen into this predicament and need to return to the Weldt to pick up your Ainslip, first complete your journey through the trench. You'll appear at the seaport town of Nikaoh, as you did before. Head northeast until you come to the Phantom Forest.



Take the right fork at the Serpent's Trench for extra loot.

Once through the forest, continue northeast until you reach Raven Falls. Jump off the falls to return to the Weldt. If you went through the trench and made your way to Soren's figure, go back through Mt. Kolts and onward to the Returner's Hideout. Ride the Lone River rapids. You'll come ashore at the same place you did on your previous journey. Walk south to reach the Phantom Forest, then proceed to Baron Falls and the Weldt.

Northern Dragons

During the course of your travels, you'll come across a wide variety of people,

including a band of thieves. They'll talk about a "dragon in the northern forest," but many players have been left wondering what they're referring to. There are two theories as to the origin of these tales.



Are the Tyrannosaurs and Brachiosaurs the "dragons" of legend?

The first theory suggests that the stories have to do with the Brachiosaurs in the stretch of forest north of the Weldt and west of Triangle Island. This is the same forest we cited as being a good place to build experience levels in the World of Ruin. One element that may have lent an air of legend to the Brachiosaurs is that they are the only enemies in the game that you learn an Economizer badge after a battle. The second theory is that the thieves are referring to the Zone Enter that lives on Triangle Island itself. It is within this ravenous beast that you'll find Gogo, one of the most elusive characters in the game.

Coral Quota

Ebot's Rack was hidden from sight until Kelka changed the face of the world. Now that it



Search the cave for other treasure chests with coral inside.

is visible, you must seek out the mysterious Ebot, the creature that makes its home in the dark tunnels below. Be

sure to include Strago and Relm in your party when you make the flight from Tharmos to this rocky islet. You won't be admitted into the inner cave without them. Once inside the cave, use the teleporter plates to go deeper underground. You'll eventually encounter a talking treasure chest that is hungry for coral. Continue teleporting around the cave and collect 22 pieces of coral from other chests, then lead them to your hungry charge. You must collect all 22 pieces in one trip through the cave. If you go out and come back, you'll have to start over. If the chest is satisfied with his cruddy meal, he'll move aside to reveal the entrance to the inner cave.

THE COLOSSEUM

Fighting in the Colosseum is not essential to completing the game, but it can yield some significant bonuses. You can win items here that are found rarely or nowhere else in the game. The Colosseum is located on the northern tip of the western continent in the World of Ruin. If you wager one of your items, arms or armor, you'll then face an opponent in the arena. If you defeat your opponent, you'll be awarded a different item or piece of equipment in return.

If you wager something valuable, you'll receive something that's at least as good in return. If you wager something trivial, you run the risk of battling Chupon, who has the annoying tendency to steal on opponents he deems unworthy or cheap. The chart below shows some of the most asked-about items that can be won here. Bet the item in the first column to win the item in the second column. The third column describes the benefits of the item you've won.



There's no defense against Chupon's sneeze.

Battle Tactics

Battles in the Colosseum are fought automatically by the computer, so you won't be able to direct your party's actions. You can, however, balance the odds in your favor. Equip the Offring (doubles the user's number of attacks), the Gerji Glove (allows user to attack with a weapon in each hand) and the Muscle Belt (doubles the wearer's HP) if you have them. This is the most effective tactic to use against Chupon and Cactran.

Bet	Win	Benefit
Gerji Armor	Air Anchor	Tool that makes enemies self-destruct
Sky Bender	Aura Lance	Most powerful spear
Gen Box	Economizer	Spells cast 1 MP
Tintinbar	Exp. Egg	Doubles exp. points earned when equipped
Ragnatic Sword	Illuma	Most powerful sword
Remora Cud	Mirved Shoes	Effects very useful user
Chocobo Belt	Mirage Suit	Justly increases MP's
Thunder Blast, Blizzards or Evil Decear	Ooze Nix	Attacks MP then uses low MP attack
Aura Lance	Sky Bender	Most powerful sword for Cyan
Mages Rod or Spinner	Slate	Adds 188 points to Cyan's battle power
Aegis Shield or Imp's Armor	Torians Shield	Cures Imp, allows user to learn Imp

The Dragon Boots may also come in handy against Cactrus, allowing you to use the jump attack.

Find Shadow

One of the best reasons to fight in the Colosseum is getting Shadow to rejoin the party. The last time you saw him, Shadow was recuperating in Thamasa. You won't see him around the Colosseum at first, but if you bet the Striker, he'll take up your challenge and face you in the arena. Don't worry about hurting him. Give it your best shot, and if you win, Shadow will take up the quest with you once again.



Shadow will rejoin you if you succeed in his losing Contest.

MONSTERS & MAYHEM

We'll wrap up this month's installment of Epic Strategies with tips on trouncing some of the toughest, crabbier enemies in the game. We'll also reveal how to gain special items and great bonuses from certain battles.

Number 024

One of the first really tricky battles you'll have is with the mysterious entity known as Number 024. Your party should be at least experience level 18. Cast Haste on your people and use your strongest attacks and special abilities. As the battle progresses, Number 024 will change his weak point at random. Use the Scan command to find out what his current weakness is, then exploit it.

Cactrot

Cactrot is not a major enemy, but he's not exactly your run-of-the-mill evil minion, either. Cactrot is an odd plane-like being found in the desert south of Maranda. He



If you win, you'll gain 10 magic points and 10,000 gold pieces.

has only three hit points, but he's very tough and tends to run away before you can damage him. If you're lucky enough to defeat him, however, you'll gain 10 magic points and 10,000 gold pieces to increase your chances of defeating him, since Edgar at the head of the party will have him attack with either the Drill or the Chainsaw.

The Atma Weapon

The Atma Weapon is one of the last major foes you'll encounter on the Floating Continent just before Kefka sets off his doomsday device and creates the World of Ruin. Your party should have an average experience level of 27 or better. The Atma Weapon's primary attacks are *Flare* and *Quake*, so try to drain its magic power with *Osmose*. Follow up with the strongest flying weapon (Shadow's *Built Edge*, for example) and normal physi-



The Moogle's dance may succeed where all other tactics fail.

cal attacks you can muster. If this doesn't work, you might try recruiting the Moogle's help. The Moogle's *Circle* dance will inflict up to 5,999 points of damage, and the *Snake* dance may cause the Atma Weapon to duplicate himself.

Mage Master

Like Number 024 before him, the Mage Master can change his weak point at random during battle. To combat this ability, cast *Berserk* on the Mage Master to muddle his wits. If he's confused, he won't be able to change his weakness.



Wildfires will also reflect Mage Master's spells back in his face.

Now cast your strongest attack spells until you find one that does a lot of damage. For added insurance, you can cast *Life 3* and *Reflect* on your party to combat his *Ultima* spell and to bounce any other attack spells back at him.

Wrex soul

Normal battle tactics will avail you nothing against Wrex soul. If you have the *X-Zone* spell, cast it on his flaming underlings, the *Soulsavers*. If you defeat both of them at the same time, Wrex soul will vanish as well. If you don't have that spell, then be prepared for a protracted battle: Wrex soul will possess one of your party members, and you must

defeat him or her to damage your foe. When Wrex soul returns to his own body, revive your ally with a *Forix Down* or a *Life* spell. Now you can concentrate on the villain himself. Use your strongest physical attacks and



Save your game before the battle, just in case.

cast ice spells to cool Wrex soul's raging fires. It will take a long time to defeat him, but if your party's average experience level is 55, you'll eventually claim victory.

Hidon

You needn't worry about Hidon giving you too much trouble. In fact, the *Life* spell will defeat him almost before he can draw a single breath! You may want to let him cast his *Grand Train* attack spell once, though, so Strago can learn how to use it. If you want to make Hidon reappear, so Strago can learn the spell, return to Thamasa and talk to Garphio, then go back to Hidon's hideout beneath Ebot's Rock. The timeball will be waiting for you!



Strago needs to observe a spell only once to duplicate it.



CONTINUED FROM VOLUME 84

Armed with even more level layouts and helpful hints for this hot new game, you should have no hassles navigating our green-haired hero through the last few fast-spinning stages.



MECHANICAL WORLD

Mohawk must make his way through a world of mechanical mayhem with the aid of some well-placed warp portals. Carefully track Mohawk's movements through the teleports.



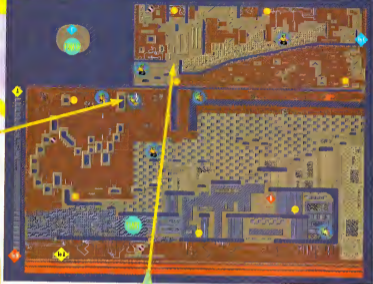
Watch Your Warp Speed

Don't start running through warps willy-nilly or you're liable to end up in some undesired locations. Walk into the warp portals and then stop a moment to figure out where Mohawk has materialized before moving on.



To amass some CDs, head to this room and go left, right, right, right, and left through the portals.





Earn Those Wings

Start the stage by leading Mohawk (with the aid of a warp) to the corridor on the left of the map. Snag the CDs and then warp your way to the B portal. Next, leap along the platforms to the left to find some wings in the high reaches of the room. Now you can flap your friend through the fiery passage that lies ahead.



Burn Some Rubber

In this spot, Mohawk will have difficulty leaping over a looming wall if he doesn't snatch up some well-hidden wheels first. He'll find them lurking somewhere above these three platforms, if he puts them to good use. Mohawk won't even break a sweat getting over the high hurdle.



A BIGHEADED BADDIE

A simple strategy will keep Mohawk ahead of this motor-powered monster. Keep Mohawk moving in front of the boss's buggy, and tires are about to make treacherous marks on his back, roll him into a ball and burst the boss's wheels with his spikes.



STUCK IN THE GUT



This level is aptly called the Guts because you're sure to have a real tummy-turning time in this topsy-turvy world. Our advice is to take deep breaths and consult your map often; otherwise Mohawk is liable to get lost in the sand.



Spin the Switches

Fire walls can quickly cut the game short unless Mohawk remembers to spin the switches that douse these scorchers.



But knowing which switch to spin can be a real problem. Luckily, we're offering this handy guide so that you'll know which switch affects which wall. For example, if you spin switch #1, it will extinguish the wall that leads to switch #2. Just be sure not to spin them twice!



DEEP IN THE VOLCANO



Although spinning switches and leaping over lava lakes may first seem like simple feats, Mohawk is sure to go up in flames if he can't find the Blimpy icons that are easily missed in this molten maze.



Blimpy's Just Above You

Why risk a fiery fall when you can float above the flames? When you reach the three boulders that are hovering over a lava pool, look for the Blimpy icon that's barely hidden above the boulder on the right. If Mohawk makes a leap for it, he may just soar through most of this stage.



It's Hard Being a Switch Hitter

In this sweltering stage, hitting switches to put out fires can be downright frustrating. Because a few of the switches are positioned over fiery ponds, you'll likely take a lava bath if you leap for them. In these cases, you'll need to be in Blimpy form to safely flip a switch.

Like we did for the last level, we've numbered the

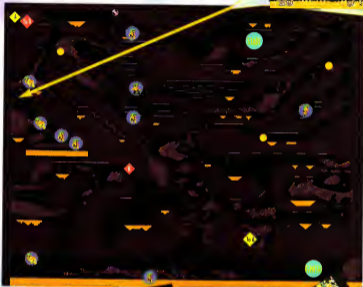


switches on the map to make Mohawk's job a little simpler.



Big Bonuses for Blimpy

If Mohawk makes it to this molten pool, he's just a jump away from some big bonuses. Leap to the left side of the lake and hit the Blimpy icon just as you begin to fall off the rock face. Now float down to the base of the face and snag the bonuses. Be sure to float back up before your Blimp power wears off!



FLAMING FIEND

Beat this blockhead by rolling into a spiked ball while he's surging after you, and just when he hits, jump up to the higher platforms. Staying high above him is safe, but you'll have to come back down to defeat this dude.



LAST BUT NOT LEAST

Mohawk's work is far from finished! Nothing but bad news awaits our little buddy in the next level where loads of enemies are dead set on his destruction. But that's child's play compared to Mohawk's final challenge: Can he defeat the God-familly Headbloater?!



COUNSELORS' CORNER

Super NES

LUFIA & THE FORTRESS OF DOOM

HOW DO I GET MY SHIP BACK?



Ed Ridgeway

Many adventurers lose their ships after they journey inland but all coastal cities have ships for the taking. If you use the Swing Wing item or cast the Warp Spell, you can return to any coastal city you visited earlier in the game to get another ship. Swing Wings are available at most stores shops, and Ruks also leave them behind after battles. Wing back to the coast and look for your ship on the outskirts of town.



Most adventurers lose their ships as they explore inland. All is not lost, like the Warp Spell or Swing Wing to return to a coastal city.



All coastal cities have ships waiting to be chartered. Warp back to a city you've already visited and board a vessel. Meet the rowing!

?

WHERE IS THE KING OF SHERAN CASTLE?

?

Before you can find the king, you need the Sheran Key. You can find the key at the cave north of the town of Chatham. After Lufia joins the party, journey to the cave and talk to the

soldier lying on the ground. He'll give you the Sheran Key, which appears in your inventory under the Scenario list. Return to the Sheran Castle throne room and use the key to unlock the left door.

Inside you'll find a small room with a switch on the wall. Stand in front of the switch and press the A Button to make a hidden staircase appear. Climb down the stairs and speak with the King of Sheran.



You need the Sheran Key to find the king. Talk to the soldier in the cave north of Chatham.



Use the Sheran Key on the throne room's left door. Inside you'll find a switch on the wall.



Stand in front of the switch and press the A Button. Walk down the stairs to find the king.

THE LEGEND OF ZELDA: A LINK TO THE PAST



HOW DO I CATCH THE RUNNER?

You can catch up to the Running Man in Kakariko Village if you have the Pegasus Shoes. Sneak up on him from the left side of the village and hold the A Button as he starts to run away. If your timing is perfect, you should have no problem catching him. The fleet-footed villager won't give you any Rupees or items, but he does have advice for finding hidden treasure.



You can catch the Running Man if you sneak up on him from the left side of the village.



Press and hold the A Button as soon as the Running Man starts to turn and sprint away.

HOW DO I DEFEAT THE HELMASAUR KING?

You need to remove the mask from Helmasaur's head before you can defeat him. Place some bombs in front of the monster when he backs up against the wall. When Helmasaur stops

forward, the bombs will explode underneath the mask and crack the hard shell protecting his head. If you run out of bombs, you can use your hammer, but you'll have to stand right in front of the

beast and hit him at least twenty times. After the mask is gone, you'll see a green spot on the top of Helmasaur's head. Use your sword or arrows on the green spot until Helmasaur abdicates his throne.



Blast off Helmasaur's protective mask by placing three bombs beneath the monster's chin.



After the mask is chipped away, aim for the large, green spot on top of Helmasaur's head.



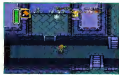
Avoid Helmasaur's pointed tail by moving forward and standing toe-to-toe with the beast.

HOW DO I REACH THE SWAMP PALACE LADDER?

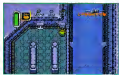
You must open the Watergate in the Light World to reach the top of the short ladder in the Dark World's Swamp Palace. Walk outside the palace and use the Mirror to warp back to the Light World. You'll find yourself standing

in front of the Watergate reservoir. Enter the building and open the floodgate by pulling back on the switch on the right side of the chamber. Exit the Watergate room and step on the sparkling pool where you used your mirror. The water

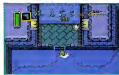
released in the Light World floods the Swamp Palace in the Dark World. If you have Zora's Flippers, you can jump in to the water and swim to the short ladder. If you need the flippers, look for Zora in the northeast corner of the Light World.



This short ladder is beyond your reach until you flood the chamber. Return to the Light World.



Open the Light World Watergate and release the water in both the Light and Dark Worlds.



Using Zora's Flippers, you can swim across the flooded chamber and climb the short ladder.

HOW DO I MAKE THE FINAL LEAP?



Monica Robins

The final leap to save John Smith is the toughest move in *Pocahontas*. It must be executed with perfect timing. Dive into the water as the Eagle starts to fly away at the beginning of the

stage. Swim underwater to the right and, after you surface, run back to the left and climb up to the Eagle. The Eagle gives you a special power that allows you to jump to the end of the stage. Leap from

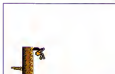
the trees and run right to the edge of the cliff. To activate the Eagle power, you must jump off the edge of the cliff as you run. If your timing is perfect, you'll leap over a tree and reach John Smith in time



You only have one chance to save John Smith, but first you need to catch the Eagle.



Run to the left and climb up into the trees to reach the Eagle. You must make every jump



The Eagle's power lets you make the leap between the high cliffs at the end of the stage.



HOW DO I USE THE BEAR SCARE?



The Bear Scare technique creates a thunderous roar that scares away potential foes. You learn the Bear Scare from Mother Bear after you give her the bee hive. To use the Bear Scare, hold Up on the Control Pad and press the B Button. The Bear Scare will not work if the settlers are standing at the opposite side of the screen. If you need to move closer, use the power of the Wolf to sneak up and surprise them.



The Bear Scare technique will only work if you have the element of surprise. Hold Up on the Control Pad and press the B Button before the settlers can react and raise their guns.



The stealth and cunning of the wolf technique is the best method for avoiding and scaring armed enemies. Try closing in when the settlers turn their backs and walk the other direction.

Q & A FAST FACTS

Write To:
Correspondents' Corner
P.O. Box 87033
Redmond, WA 98073-9733

MADDEN '96

- Q:** Can you trade players between teams?
A: Yes.
- Q:** What are the best teams?
A: San Francisco, Dallas, Minnesota, Miami, Pittsburgh and All-Madden.
- Q:** Can you erase the World Records?
A: No.


EARTHWORM JIM 2

- Q:** What is the maximum number of lives Jim can have in the game?
A: Just like a cat, Jim can have up to nine worry lives.
- Q:** What is Jim doing when I press Up on the Control Pad and the X Button at the same time?
A: He's activating the Flex Shield. He uses it to guard against projectile attacks.

DEFENDER/JOUST

- Q:** How do I get out of hyperspace in Defender?
A: Defeat all the enemies on the planet.
- Q:** Is there a special ending or are there extra continues in Defender or Joust?
A: No.
- Q:** How do I escape Joust's Lava Hand?
A: Rapidly flap the bird's wings by pressing the B Button.

Disney's
TOY
STORY

A large illustration of Woody and Buzz Lightyear. Woody is in the background, wearing his signature cowboy hat and pointing forward. Buzz is in the foreground, wearing his green and white space suit and helmet, looking towards the viewer.

DISNEY'S TOY
STORY HAS COME
TO THE GAME BOY AND REMAINS
TRUE TO THE SILVER SCREEN AND SNES
VERSIONS. WE HOPE YOU'RE UP FOR
A CHALLENGE BECAUSE HELPING
WOODY WORK HIS WAY THROUGH
THIS WORLD OF PERILS AND PITFALLS
IS ANYTHING BUT CHILD'S PLAY.



HOWDY Y'ALL

Welcome to Woody's world where wonders never cease. We hope our tips and maps will make your game play a little easier, but you can get an even bigger scoop on Toy Story by checking out the maps for the SNES version in Volume B1. Most of the level maps, as well as the icon locations, are pretty much identical for both versions.

MULTIPLE MODES

Sadly, some of the more interesting play perspectives in Toy Story for the SNES are absent in the Game Boy Pak, but there are still enough variations on the basic side-scrolling theme to keep players pleasantly surprised. In one stage, you'll take off running on T. Rex, and in another, you'll climb aboard Buzz's back for some high-flying thrills.



LEAPS & LASSOS

While running is Woody's main mode of movement, learning to leap, and perfecting the drawstring swing are crucial for players who don't want to be put out to pasture. Practice and patience are key.

THE JUMP

Jumping on, over, and off items is an essential skill in moving Woody around with ease. While our hero has a knack for making long leaps, remember to keep a directional arrow pressed while he jumps. Otherwise, he's liable to drop like a rock. This can actually work to your advantage in leaps that call for precision.



THE SWING

Lassoing hooks is definitely a frustrating affair. Although it's mostly a matter of practice, here are a two tips to get you in the swing of things: Woody must be at eye-level with the hooks he's trying to rope, and his lasso must be touching the hook when it's extended.



LEGEND

If you're gonna get through the game like a real trooper, you'd better snatch up all the stars you see. But if you're planning to rely solely on finding those 1-up cowboy hats to keep you loaded up on lives, you'd better start writing Woody's will.



These floating cowboy hats are few, far between, and often tricky to nab.



These stars bounce back and forth, and earn Woody an extra life point.



If you can get all 24 of these stars in each level, you'll gain an extra life.



PLAY TIME

Before you go rushing off to play with the toys in level one, make sure you go to the options menu and boost your hat collection to nine. If you simply rush in, you'll only receive five cowboy hats, and you probably won't make it past the third level.

LOADS OF LEVELS

Here's just a quick preview of some of the many levels that await you in Toy Story. The icons shown below indicate the available items in each stage.



TOY DEPLOYMENT

Woody needs to send out the toy troops for a recon mission. Just make sure that he grabs all the stars first or there won't be time to nab them later. Oh, yeah, just one more thing: Remember that invincibility cheat and stage skip you learned for the SNES version? Sorry, it won't work here.



TIME TRIAL

This timed level pits Woody against the clock as he rushes to help his pals find a proper hiding place. You'll need to knock some blocks off to free your friends, but make sure you only help them one at a time. The tricky part is getting the robot into the toy box. Bouncing that little rascal into his proper place requires perfect timing.



RACE THE SPACE ACE

Here's Woody's chance to beat Buzz Lightyear in a race across the room. But don't feel bad if you can't beat Buzz; it's hard enough just to complete the level! This stage is where the draw-string leech can really let you down if you haven't practiced swinging to perfection. Luckily, most large gaps are crossable by simply bouncing off the well-placed tennis balls.



You must overshoot the hooks with your leech for a successful swing... usually.

THE CHASE IS ON

Woody must help Rex escape the wrath of the other toys who are mighty upset with our hero. Not being one of the harder levels, you'll have lots of time to search for stars in every cranny and nook in the highest reaches of the room. Make sure you find those contrain flags located along the floor—they're easy to miss when you spend all your time hanging around the ceiling.



RUN REX, RUN!

Take over Rex's reigns in a fast-paced escape from Andy's angry toys. Your leech won't help you here, so you'll just have to run and jump your way to safety. Your main worry should be the RC Car. It likes to stop and start unexpectedly, causing instant panic when it pulls up behind you.



PIZZA PLANET

Woody, disguised as a rather large cup of cola, must pick a path through this perilous space-age pizza place. You'll have to dodge falling burgers and fries, and quickly duck when paper airplanes come flying by. All in all, this is perhaps the most challenging stage of the game, which may be a good thing considering that the hardest levels are coming right up.



INSIDE THE CLAW MACHINE

Inside this mechanical menace, Woody must work his way through a maze of machinery, avoiding exploding fuses and grinding gears. One section of the claw machine is particularly tricky, with Woody having to make last-minute leaps onto a series of moving platforms. The last jump is the hardest, requiring a leap of faith onto a platform that is just emerging from below the bottom of the screen.



SINISTER SID'S

Andy's nefarious neighbor Sid has taken Woody and Buzz to add to his twisted toy collection. As you may already know, escaping Sid's sty was one of the hardest challenges of the SNES version. Fortunately, the game designers saw fit to scale this stage back a bit, but you still have many obstacles to overcome.

Start the stage by quickly bashing a baddie with your drawstring leech, and then immediately make a fast dash past the falling darts.



These fireballs will blast up at Woody from below, move over one space, and then drop back down. Be sure to give them wide berth.



Why should Woody take on any more trouble than he absolutely has to? When you reach the end of the chain, just jump up to the higher section of the workbench. Woody will face far fewer obstacles and enemies if he keeps to the highroad.



Make sure you find the continue flag, because unlike the SNES version, there's no hat beneath the bench.



To avoid becoming a target for a bunch of dropping darts, you should take advantage of some extra hang time when hopping from the hook to the bench.



When Sid sets our hero's head on fire, he'll lose his ability to leap. You can only avoid trouble by running back and forth across the bench.



Because Woody is unable to jump, these books will look like major obstacles. But just keep running and you'll get past them with no problems.



TROUBLESOME MUTANT TOYS

Woody may have escaped Sid's clutches but he still has to contend with the bear's badly mangled playthings. This stage is very similar to the SNES version, with Woody having to play Tarzan on rows of hanging hooks. Luckily, your lasso works wonders in this level.

BATTLE OF THE MUTANT TOYS

BUZZ IS
JOKING AROUND IN
SID'S ROOM AND
YOU HAVE TO FIND
HIM. BUT KEEP
MOVING AND LOOK
FOR...
THINGS...

START



TO A



At first look, this giant gap may seem like quite a canyon, but Woody can actually cross it in a single bound. But playing it safe may not be your cup of tea. If it's silver stars you're after, you'd be better off falling to the floor where these bonuses are easily found. Be warned: This route may be hazardous to Woody's health.

In swing with real style, grab the first hook with your lasso and then re-extend your string when you're at the top of your swing. Now turn around and simply swing up on the next hook. If you don't follow this advice, you'll better pray that Woody's gucking parachute.



TO B



Woody may pass up special items when he's in a rush, but he'd better not forget to find the continue flag hidden beneath this tower of boxes.

Continue Flag

Here's another one of those high-road/low-road dilemmas. Woody can avoid danger by swinging high along the dangling hooks, or he can hand-over-hand his way across a chain. The high-road is safer, but if Woody takes to the chain, and then drops to the floor, he'll nab some silver stars.

So you took the low-road, but now you can't find a way back up? Just hop onto the cans on the bench and lasso the hook hanging off to the right. Now swing to the next set of hooks and make your way up to the top of the table. Run to the left and use the clock to get yourself back on track.





It may be tempting to fall to the floor in search of stars, but you'd be wiser to cross this chasm as the ladders. It's the only way to reach the next bench, and besides, the floor is barren when it comes to bonuses.



At the end of the stage, Woody has to use Buzz's punch button to get Sid's toys back off. The hit detection is a bit odd as Buzz's blows have to be well placed. When the toy is just touching Buzz's leg, give it a bop and it'll bop up.



HIGH-FLYING FINALE

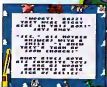
The final stage of Toy Story offers Woody a high-flying ride through the sweets of suburbia on the back of his good buddy Buzz. If you can navigate our hero's rocket-powered pal past stoplights, low-flying automobiles, and the tops of pickup trucks, Woody and the space ace may finally land in Andy's open arms.



While Woody and Buzz may have to make adjustments to their flight path to avoid crashing into obstacles, you'll find flying easier if you can keep the duo cruising anxiously in the lower-middle of the screen.

In the final moments of the game, Woody and Buzz must maneuver their way around a massive moving truck. When Buzz and Woody start flying in totally open air, move quickly to the very top of the screen and fly over the scene when it comes into view. Finally, position Buzz

just in front of the truck's tires and press the Control Pad to the right.



Only the STRONG
Survive in the...

ARENA

CHALLENGE #2

KIRBY'S BLOCK BALL

If you can't get enough of Kirby's Block Ball, this is your high score challenge. Snap a picture of the final score at the end of Level 1 after you finish the fight with Toadstool, then mail it to the Arena. The top twenty scores win four Super Power Stamps, good for money good new stuff in the Super Power Supplies Catalog.



TWISTED CHALLENGES

The Arena is full of top scores and fast times, but have you ever made up your own challenge for fun? Below are a few examples of twisted challenges that can't be recorded on film and are strictly for fun. In other words, no prizes will be awarded if you pass the test, if you're a hard-core gamer, challenge yourself! Can you:

- Reach the end of Gorilla Glacier in Donkey Kong Country without getting hit once?
- Defeat a computer opponent in the Killer Instinct Tournament Mode without using a Kick button?
- Defeat all eight opponents in Tekno Boxer without ever being knocked down?
- Build your character levels to 10 in Final Fantasy IV or Chrono Trigger without using a Tonic?

Do you have a twisted challenge? Send it to the Arena. In future issues we'll feature the best readers have to offer. If we include your challenge, you'll pick up four Super Power Stamps good for money good new stuff in the Super Power Supplies Catalog.



SUPER MARIO RPG

What is your best time on the Moleville mine cart ride? Climb to the top of the mountain in the center of town and find out. You might find it easy to break the three minute barrier, but you'll need to collect most of the mushrooms to make it under two and a half minutes. Take a picture of your best time and send it to the Arena. The top twenty racers roll away with four Super Power Stamps.



CHALLENGE #1

FRANK THOMAS BASEBALL

How many tapes can you knock the ball over the wall and out of the park in the Home Run Derby? Select the Two-Player mode and hit for both the American and National Leagues. When you're finished, take a picture of the scoreboard with your home run totals. The twenty sluggers with the highest combined total for both the American and National Leagues take home four Super Power Stamps.



YOSHI'S ISLAND

100% Scores in World 3 (Volume 79)

David Banach	Sycuan, CA
B. J. Chavez	Waukon, TX
Steven Chu	Columbus, MO
Alan Douczer	Camantown, TN
Scott Dickinson	Argusville, WI
P. J. Dorkane	Bronxville, VA
James Dreino	Fredericksburg, VA
Brian Duda	Gainesville, MA
Jan Earhart	Plantation, FL
Andrew Egerton	Ocean Springs, MS
Mark Finausuel	St. Louis, MO
Chris Estes	Batesville, AR
F. Everett	Brown, NY
Jason Gerold	Milwaukee, WI
Jason Greco	Brantford, CT
Jason Hatt	Apple Valley, CA
Jenodbaa Hughes	Dawsonville, TN
Nick Ingram	Redmond, WA
Mike Jovanovic	Crofton, NJ
Jeff Jones	Gresham, PA
Joe Johnson	New Canaan, DE
Kyle Keller	Rosetonkens, NY
Will Kinney	Chattahoochee, FL
Dennis Knochel	Kansas City, MO
Ken Lam	Scarsdale, ON
Nick Lamb	Huntington, WV
Brian Laughlin	Racine, WI
Ryan Maxwell	Texas, NS
Ray Merkler	Hopatcong, NJ
Randy North	Rockville, VA
Craig Phillips	Cold Spring, MN
Andro Povane	San Jose, CA
Victor del Rosario	San Marcos, CA
John Robosky	North Huntington, PA
Benjamin Rosen	Cherry Hill, NJ
Johnathan Shaw	Billings, MT
Anthony Tasi	East Stroudsburg, PA
Chris Toyana	Marshall, MI
Jon Salazar	Albuquerque, NM
Kevin Seitz	San Prairie, WI
Jesse Swann	Contra, LA
Joe Stauffer	Pine Grove, PA
Jonathan Steiner	Bronxville, OH
Michele Varga	Allentown, PA
Wanda White	Charleston, WV
Steve, Brian	Canon City, NY
& Adrian Zamro	

YOSHI'S ISLAND

100% Scores in World 5 (Volume 80)

Paul Egan	Sykesville, MD
Charlie Garrison	Civila Vista, CA
Manuel de Silva	Marshalltown, IA
Olivio Tonzan	Marshall, MI
Wanda White	Charleston, WV

YOSHI'S ISLAND

100% Scores in World 6 (Volume 81)

Adriel Alcaraz	San Diego, CA
Nicholas Bramham	Liverpool, WV
Michael Cowen	Five Oak, CA
Jonathan Day	Palatine, IL
Michael Doherty	Englewood, MA
Jason Brown	Lake Oswego, OR

Patrick Hethercock	Valencia, CA
Terrill	Muskeville, OH
Billy Fox	Pittsburgh, PA
James Galindo	Oakville, UT
Charlie Garrison	Chula Vista, CA
Steven Garza	Yonkers, NY
Joe Guffman	Water, ME
Paul Gray	Merriville, IA
John Jones	Las Vegas, NV
The Karafide Family	Wyandotte, MI
Kristopher Kaufman	Terre Haute, IN
Barbara Lee	Seal Beach, CA
Alex Lee	Middletown, OH
Tom Lyman	Chicago, IL
Ray Merkler	Lake Hopatcong, NJ
Rusty Moyer	Sarasota, CA

DEFENDER

Best Scores (Volume 81)

James Loewen	Isabella, OK	999,999
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DONKEY KONG LAND

Lowest Times for 100% (Volume 80)

Patrick Kinsey	Las Vegas, NV	8:04:02
Jason Ong	Phoenix, AZ	2:05:42
Randy Mertins	Brookhaven, PA	2:28:54
Phyllis Foster	Middleton, CT	2:42:45
Greg Nae	Essex Dam, WI	3:37:09
Dave Pliskenski	Churchville, MD	3:55:54

DOOM

Lowest Times for 100% in Episode 2 (Volume 79)

Joe Brooks	Worth, IL	2:25
Nick Sendelbach	Tempe, AZ	2:27
Tim Gipson	Willow Springs, IL	2:25
Chris Hill	Kelso, WA	2:53
Stephan Lindsay	Gardner, KS	4:58

KILLER INSTINCT

Speed Demon Times (Volume 79)

Eric Lavender	Bronckville, WI	7:38
James Baccelloni	Vergara Beach, VA	7:42
Cassidy Haines	Franklin, IL	7:52
Byron Maxwell	Jupiter, MO	8:60
Keith Wickland	Mtn. View, CA	8:46
Tammy Webb	Crown Point, IN	8:48
Jamie Garza	Woodbridge, VA	8:49
John Jackin	Orangeburg, SC	9:65
Hank Court	Buzz, Bay, MA	9:12
David J. Murphy	N. Canton, OH	9:34
Eric Staller	Stokes, WI	9:40
John Dalry	Elizabeth, WV	9:48
Mike Connor	Great Falls, MT	9:52
Nick Sendelbach	Tempe, AZ	9:55
Eric Suthon	Bathbridge I., WA	10:37
Paul Arano	McAllen, TX	10:32
Kris Bates	Lubbock, TX	11:09
Michael Olden	Salinas, CA	11:44
Jeff Gaskowski	Elk Grove, IL	12:52

OKG 2: DIDDY'S KONG QUEST

Lowest Times with 102% (Volume 80)

Shawn Swainson	Albany, OR	2:58
Jody Alamo	Toronto, ON	3:24
Jason Ruffel	Somerset, Or, MI	3:37

SUPER MARIO KART

Lowest Times on Koopa Beach 1 (Volume 82)

Mike Volmer	Great Bend, NY	9:54:76
Ryan Fitzgerald	Owensville, CA	9:56:72
Harry Gannon	Westwood, NJ	9:56:92
G. Yonpouison	Savannah, GA	9:57:88
Noel Hernandez	Savannah, GA	9:57:73
Mike Mann	9 Mile Falls, WA	9:59:11
Alden Pulley	Florida, IL	9:59:52
David Hoffman	Gilbertville, PA	9:59:74
Kevin Thorpe	Farmington, NM	9:59:92
Jason Lynn McLeod	Roundrock, TX	9:59:95
G. Daniniowski Jr.	Fairfield, IL	10:00:55
Alan Frenklich	Orinda, CA	10:00:68
M. Des Roches	Montreal, PQ	10:00:77
David Bait	Houstonville, ME	10:01:29
Kevin Heath	South Mills, NC	10:01:35
Jason Scheiber	Levittown, NY	10:01:35
Chris Kennedy	Eagan, MN	10:01:35
Geoff Kately	Fountain Hills, AZ	10:01:45
Anthony Portanti	Gilbertville, PA	10:01:80
James Edwards	San Antonio, TX	10:01:96
Arthur Sabrin	Palm Bay, FL	10:02:93
C. & A. O'nease	San Francisco, CA	10:03:16
John Moran	Lincoln, MA	10:03:32
Nathan Bell	Hudsonville, MI	10:03:34
Cassy Maxwell	Ferris, NV	10:03:46
Jeff Rybinowski	Indianapolis, IN	10:03:99
Nicholas Schanz	Somax, WI	10:04:27
Joe Mitchell	Tarawa, WA	10:04:39
A. Hincirzak	Richardson, TX	10:04:35
Michael Cardile	Orlando, FL	10:04:44
Kevin Williams	Kalamazoo, MI	10:04:54
Hung Dzung	Blidge, MD	10:04:70
Stephan Kaske	Dakota, MN	10:05:37
Michael Gosale	Ventura, CA	10:05:79
Stephan Nerebth	Montreal, PQ	10:05:70
Dustin Nguyen	Paolo, CA	10:06:00
Reinfort Rigos	Los Angeles, CA	10:06:33
Joe Hethercock	Oak Creek, WI	10:06:35
Omair Dia	Tallahassee, FL	10:06:99
Chris Crosby	Salem, MA	10:06:99
Rich Malby	Saugus, NY	10:07:04
Jarlin Boyer	Novato, CA	10:07:46
Andrew Gerard	Ulysses, KS	10:07:66
Grabare Windsor	Pensacola, FL	10:07:71
Mary Stone	Bethesda, IL	10:08:42
Brian Solovita	Orfield, PA	10:08:42
Buzz, Ray, MA	Jefferson City, MO	10:08:94
Michael DeHart	Knox, WA	10:08:99
Charlie Kizer	Waukegan, IL	10:09:03
Brad Wilson	Hale, MI	10:09:13
Jake Bellizzi	Nazareth, PA	10:09:17
Ernie Talbot	Douglasville, GA	10:09:23
Joe Laubinger	Waterloo, WI	10:09:25
Bryan Hoelder	Gap, PA	10:09:70
Tom Lyman	Chicago, IL	10:09:36
Kate Lynch	Seattle, WA	10:09:39
Cappy Collins	Lutz, IL	10:09:93
Travis Carlson	Fresnoville, OR	10:09:99
Brian Amor	Stargion Bay, WI	10:10:39
David Beggel	Lake Charles, LA	10:12:39
Greg Bolder	Markonew, IL	10:13:17
John C. Windsor	St. Thomas, ON	10:14:72
Jim Spikowski	Marion, IL	10:19:99

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in the arena start to be received no later than July 10, 1995. The top qualifiers receive Super Power

Stamps. Include your Super NES in the photo of your high score. Get the lights and then take a few photos without a flash if you're taking a photo of a Game Boy, screen on a flat surface.

Address entries to
POWERPLAYERS ARENA
P.O. BOX 87033
REDMOND, WA 98073-0733

NINTENDO® PLAYING

Your Power Guide To The Latest Releases

JUNE 1996

BRAINIES



**PASS
WORD**

Company Titus
Release Date June 1996
Memory Size 4 Megabits

Expand your mind with the timely puzzles of Brainies.

When busy round things want to go home, the only thing that can stop them is the clock and your own brain. Titus's Super



NES puzzler had been scheduled originally for release several years ago, but only now is the game seeing the light of day. Brainies asks you to move a certain number of colored Brainies from their starting positions to a similarly colored goal spot.

Brainies move only in straight lines, and they won't stop until they hit an obstruction of some sort. The trick is to maneuver the Brainies using obstructions and other tools or objects in order to get them onto their respective goals within a limited period of time. The puzzle factor varies from very difficult to very simple. Don't let the copyright from 1992 dissuade you if

you love action puzzles.

On the other hand, don't expect a state-of-the-art graphics fest. Some puzzle levels include items that add more time to the clock or give you other bonuses. You'll also find bumpers, warps and other items that make puzzles more interesting and challenging as you progress. You don't receive a password after each stage, however, and the resulting play-overs can become tedious if you miss a puzzle. Brainies is simple to learn, even for newbie players. Perhaps the best news for brainiacs is that this small memory configuration game should have a lower than average price.



Good challenge for puzzle fans. Good value.



Limited passwords. Uneven learning curve. Graphics and sound

ICBN
KEY



1-PLAYER
MODE



MULTI-PLAYER
ALTERNATING



MULTI-PLAYER
SIMULTANEOUS



PASS-
WORD



BATTERY-BACKED
MEMORY



GAME
LINK



SUPER GAME BOY
ENHANCED



SUPER
FX CHIP

DRAGONHEART



**PRSS
WORD**

CompanyAcclaim
Release DateJune 1996
Memory Size4 Megabits

From the silver screen to the black and white screen, DragonHeart delivers an adventure for the ages.



This summer's fantasy quest, DragonHeart, comes to Game Boy thanks to Acclaim Entertainment, Universal Studios and Torus Games. The epic movie becomes an epic game featuring puzzles, sword fighting, exploration and magic.

A simple interface makes it easy to explore the world of DragonHeart in a first-person perspective. In the village and countryside, you'll speak with characters and select from several responses, hoping to find clues to the story. That story involves an evil king who was given a piece of a dragon's heart as a boy. Now, one warrior, Sir Bowen, seeks to destroy Draco if he can find him. In the meantime, he'll destroy every dragon he encounters just for good measure. Your quest is made simpler through the aid of a subscreen map and inventory.



Veteran RPG players won't find the depth of gaming to sustain them, but fans of the movie may enjoy this foray into fantasy and a taste of the epic world. Don't miss this month's review of DragonHeart.



- Good graphics. Good story. Good music. Based on the movie.
- Simple fighting engine. Not much replay value. The game can be completed in several hours or less. Awkward password entry system.

LAMBORGHINI AMERICAN CHALLENGE



**PRSS
WORD**

CompanyTitus
Release DateJune 1996
Memory Size4 Megabits

Titus goes back on the road with a classic Super NES game from 1993.

Lamborghini American Challenge first hit the highway three years ago, making something of a splash because of its unusual controller options. In one mode, one player can use the SuperScope or Super NES Mouse and shoot other cars. There's also a straight out, two-player driving game with the screen split horizontally. The game puts players in a nationwide road rally. You can bet on your performance and risk all of your winnings or none of them, just to make things interesting. An entrance fee is required for each rally and prizes are awarded for the top three finishers. You can run into trouble with the local police, as well. The road courses range from wide roads to narrow and from sunny daytime courses to rainy courses and night driving. The AI of the other drivers is good enough that they'll try to block you from passing, so some skill is involved. You can also spend your winnings on better auto parts in the shop, or fix up your car after getting bumped around in a race. Titus



expects to sell Lam Challenge for about \$29.00, which might be a good deal, especially if you have a SuperScope.

- Some interesting variety in play options.
- The graphics don't compare to today's standard for 16-bit games.

OLYMPIC SUMMER GAMES



CompanyBlack Pearl
Release DateJune 1996
Memory Size16 Megabits

Go for the gold without breaking a sweat with Olympic Summer Games.

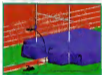
While this summer's Olympic fever spreads with the approach of the Atlanta games, the only cure may be to plug in Olympic Summer Games from Black Pearl and go for the gold yourself.



This ten-event, Super NES title includes a variety of track and field and skill events: 100 meter sprint, 110 meter high hurdles, high jump, long jump, pole vault, triple jump, javelin, archery, skeet shooting, and discus.

Gamers can play the one-player version or opt for up to four players alternating. You can practice events, as well, or enter all ten events in a sort of mini-Olympics.

The play control remains consistent in different events, so that running is always a matter of pushing the A and B Buttons, while jumping and throwing require the use of the Control Pad. Once you've mastered the fundamentals, you'll have to master your execution and endurance if you want to beat the Olympic records, which are included in the game. Power can help you reserve your place in history with this issue's review.



Good graphics. Olympic records. Alternating-player option.

Only ten events. Controls can be difficult to master. Records are difficult to set.

PREHISTORIK MAN



Company Titus
Release Date June 1996
Memory Size 1 Megabit



Prehistorik Man brings home the bacon in this re-released Game Boy classic from Titus.

First released two years ago, Prehistorik Man for Game Boy introduced the

world to this neo-Neanderthal and his quest to save his clan from rumbling tummies. Titus is now re-releasing the tale with new packaging and a lower suggested price. The side-scrolling action takes place through five stages filled with bountiful bonking and dactyl attacks. The hirsute hero gets new weapons and tools as he progresses, including a hang glider and hammers. Nothing has changed in this game from the first release, but if you've never played Prehistorik Man, the price may be right.



Fun graphics. Hidden areas.

Floppy play control. Poor screen contrast in some areas.

SWORD OF HOPE II



Company Kemco
Release Date June 1996
Memory Size 2 Megabits

This pint-sized epic from Kemco packs a pound of fun.



Sword of Hope II may have taken several years to reach the stores, but you'll enjoy this first-person RPG right from the start. Kemco's second Sword of Hope game features similar game play, combining text descriptions of scenes and

actions with fairly simple graphics. As in Shadowgate and Sword of Hope I, movement in Hope II is made on a map using directional arrows. Taking on the role of Prince Theo, players explore a large world of forests, castles and labyrinths, and they battle a wide variety of boisterous baddies using weapons or magic. In each new screen, you should look at all the objects and

COLLASH FLEE AUTO			
	LV	HP	MP
THEO	6	36	16
MUTE	1	12	16

ICBN KEY



1-PLAYER MODE



MULTI-PLAYER ALTERNATING



MULTI-PLAYER SIMULTANEOUS



PASS-WORD



BATTERY-BACKED MEMORY



GAME LINK



SUPER GAME BOY ENHANCED



SUPER FX CHIP

open or hit certain objects in order to find special items and secrets. The game may not be as pretty or intuitive as Chrono Trigger, but it is an excellent choice for Game Boy, especially if you're traveling. One nice touch in this game is that Theo, even when defeated in battle, simply returns to Riccar Castle at the same strength level. The story in Sword of Hope II is your basic quest to end a supernatural threat. Five years have passed since Theo's



first adventure, in which he destroyed the Dragon of Darkness, but now a strange portent has appeared. A red bolt has shot out of the ancient temple and an evil menace has come back to life. The Collin Clan, protectors of the temple, mysteriously have been wiped out, except for one boy. Your job, as adventurer and the future king of Riccar, is to recover a sacred shard and the Sword of Hope to restore order and keep the dragon at bay. This month's Epic review will show you the way.

Solid RPG action

No Super Game Boy enhancements. Lots of mopping.

TITUS THE FOX: TO MARRAKECH AND BACK

Game
Boy



Company.....Titus

Release Date.....June 1996

Memory Size.....1 Megabit

Classic Game Boy action returns from Titus.

Titus the Fox: To Marrakech and Back was first released in North America back in 1993. The large characters and simple but engaging action made it a solid choice then and now. Titus plans to re-release the game this summer in a new package. Like the other previously released Titus games,



Titus the Fox won't have any new game play. As for that game play, instead of hop and bop, Titus uses boxes and balls to get through areas. Boxes can be thrown at foes and balls can be bounced upon to gain altitude. You'll find bonus areas, ghosts, bulldogs and more in 17 stages of fun.

Big, fun graphics. Two-player option.

Repetitious. Not overly challenging.

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSR RATING	GAME TYPE
	G	P	C	T			
BRAINIES	3.0	3.2	3.0	3.0		K-A	PUZZLE
DRAGONHEART	3.5	2.8	3.5	3.5		K-A	RPG
LAMBORGHINI AMERICAN CHALLENGE	2.8	3.1	2.8	3.2		K-A	RACING
OLYMPIC SUMMER GAMES	3.2	2.8	3.2	3.2		K-A	SPORTS
PREHISTORIK MAN	3.7	3.1	2.9	3.1		K-A	ACTION
SWORD OF HOPE II	3.1	3.1	3.5	3.5		K-A	RPG

POWER METER

The Power Meter ratings are derived from evaluations on a five-point scale with five being the highest score possible for a category. The categories are: G—Graphics & Sound, P—Play Control, C—Challenges, T—Theme & Fun

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—SUPER NES



—GAME BOY



—VIRTUAL BOY

Editors

If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

Scott
Sports, Simulations, Adventures

Leslie
RPGs, Puzzles, Adventures

Jeff
Action, Sports, Fighting

Henry
Fighting, Action, Sports

Dan
Action, Adventures, Puzzles

Terry
RPGs, Simulations, Sports

IDSR Ratings

These Independent Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC—Early Childhood, K-A—Kids to Adults, T—Teen (13+), M—Mature (17+), A—Adult (18+), NR—No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

PAK WATCH

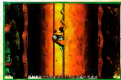
THE INSIDE SOURCE ON FUTURE GAMES

DONKEY KONG COUNTRY 3

Betcha can't play just two. That's what Nintendo is betting on the third Donkey Kong Country game for the Super NES. In this action Pak developed by those amazing ape-rendering artists at Rare, Dixie

Kong becomes the star along with a new Kong sidekick who's barely out of diapers. The baby Kong may be young, but he's a heavyweight on the scales, able to crash through objects with his bulk. His most unusual attack consists of pulling on his papama feet and letting them snap at enemies. This little ripper may be the wisest member of the Kong clan to date, but the game will feature the same mix of extraordinary ACM graphics that made players flock to the first two DKC games. These early shots of DKC3 reveal under water areas, a snowy stage with a snowman, and a hollowed out giant tree stage in which you are pursued by a relentless crocodile saw. You'll also find a baby elephant who turns out to be one of the animal helpers and a pretty comfortable ride. Expect to find more stuff on the map screens than in previous games, too.

For instance, you may find yourself in a hovercraft, having to steer your way to the next level. The plot involves Dixie's search for Daddy and Donkey, who have gotten lost during a vacation. A new bunch of Krimlings led by a mysterious reptile named KAOS seems to be at fault. What else should DK fans expect? Boss characters whose eyes follow you around the screen, for one thing. New and old characters. Vehicles. Great sound and stunning scenes. What more can you ask for?



KIRBY SUPER STAR

Last month, Pak Watch introduced you to a new Kirby game for the Super NES from Nintendo. Kirby Super Deluxe is now being called Kirby Super Star, and the game is scheduled for its North American release this September. Now that we've had a chance to explore it a bit, we want to share what we've found. First off, we've found an extra bonus game, bringing Kirby's grand total to nine games in one Pak. There are five adventure-type games and four specialty activity games. The adventures fall into traditional Kirby styles of action. You inhale enemies, adopt their abilities, find items, fly, swim, float and gobble everything in sight. The biggest innovation is the inclusion of Helper, a little fellow who can

use the abilities that Kirby acquires from other characters. Helper can be played by a second player, as well. The second player can join in any time during the adventure and take over

Helper's control. Here's a rundown of the games. Spring Breeze is an action game that includes basic Kirby action and some familiar adventures like the Whispering Woods. Gourmet Race pits Kirby against King Dedede in a race to gobble up as much food as possible. You have three individual courses and



a Grand Prix option. In Dynabladé, Kirby's adventure mission is to stop Dyna from destroying all the crops. In this game, you can play the two-player version and use the copy feature that allows Helper to borrow skills from Kirby. The Great Cave Offensive is a treasure hunt in an underground world. Revenge of the MetaKnight thrusts Kirby into a desperate struggle to survive aboard the futuristic warship, Halberd. As in the Dynabladé game, MetaKnight allows Kirby and Helper to copy skills.

Milky Way Wishes is a bonus adventure, while the Arena combines every type of Kirby combat imaginable, including an RPG-type battle. Samurai Kirby is a speed reaction game, and Megaon Punch is a contest of strength. Kirby fans will definitely get their fill of the Great Round Pink One this fall.



NEWS SOURCE Extra

PUBLISHER — Nintendo

DEVELOPER — HAL

MEMORY — 32 Megabits

SAVE FEATURE — Battery

SPECIAL — Nine Games

DONKEY KONG LAND 2: DIDDY'S KONG QUEST

Diddy and Dixie retrace their steps, spins and twirls from last year's Super NES hit, DKC 2, in this Super Game Boy adaptation from Nintendo and Rare. The quality of the graphics speak for themselves in the screen shots shown here. What you can't see is the incredible animation that gives the characters a 3-D feel even on Game Boy. The story is the same as DKC 2.



Diddy and Dixie are out to rescue Donkey Kong. Along the way they meet friendly animals including a pogo snake, a speedy spider and a fiery seal. Early indications are that DKL 2 is a faithful translation of DKC 2, so don't expect new stages. Nintendo will release DKL 2 this fall.

WORMS

Worms continue to march (or crawl) across the face of Europe with the introduction of Worms for the Super NES from Ocean. In Pak Watch's continuing coverage of games around the globe, this month we turn to a

version of Worms scored a whopping 91% by the Nintendo Magazine System in the U.K. That's quite a can of Worms. Unfortunately, Ocean of America has no current plans to begin a Worms campaign on this side of the pond.

puzzling battle game featuring war happy asneids. You can use weapons of all sorts in your efforts to wipe out up to three other worm commando teams. Some have compared Worms to Lemmings, possibly because they share such attributes as the lack of a sense of self-preservation, but probably because both games use little critters in specialized applications as they try to clear an area. The Game Boy



ZANEX—THE REVOLUTION

The alien empire of the Kyllen has held earth and its human inhabitants in slavery for four hundred years, but now an alien fleet has been stolen by a band of rebel humans and the revolution is on its way. Advanced Productions will release this,

its second war strategy game, this summer. Following in the tracks of War 2410, Zanex—The Revolution puts you in command of a small star fleet somewhere out in Kyllen-occupied

space. You'll have to work your way through the stars back to earth, building a strong armada of ships at space stations and planets along the way. The comic book graphics of War 2410 have been replaced by digitized shots of the 3-D models of 16 types of starship. Expect more complexity in the 16 levels of strategy than you found in War 2410, but a similar battle system in which tactical position and ship armaments and shields play a vital role. You can build new ships and repair damaged ships as you close in on your home world.



BATTLE ZONE/SUPER BREAKOUT

Black Pearl joins the growing

lock of companies offering

classic arcade games on

Game Boy Super Breakout

dates back almost two decades

to 1978, while Battle Zone heralds from the

early eighties. In Super Breakout, players can

choose from four modes of play including

Breakout, Progressive (in which the blocks

move down the screen over time), Double

(which includes two balls and two paddles),

and Cavity (in which you fire balls from cav-

ities in the blocks.) The game may seem

primitive compared to today's cutting edge

tricks, but the play continues to captivate.

Battle Zone is an early 3-D polygon game in

which you move about on a plain filled with

objects and enemy tanks and missiles. Your

job is to blast the enemy while staying out of

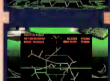
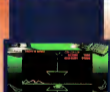
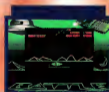
the line of fire—a sort of early Spasster. Black

Pearl has put both games in one Game Pak

with enhancements for Super Game Boy.

Expect Black Pearl to release this game by the

end of the summer.



IRON-MAN, X-O MANOWAR & ACCLAIM

Iron-Man—X-O MANOWAR In Heavy Metal may have the dubious distinction of being the final Game Boy title published by Acclaim Entertainment. If this is true, and our sources at Acclaim say that it is, then at least the company will leave the Game Boy platform with a bang. The game combines comic book heroes Iron-Man from Marvel and Valiant's X-O MANOWAR in a side-scrolling adventure featuring nice graphics, both of the super suits, and quite a bit of variety in the stages. But the big story here is that Acclaim has announced that it will concentrate on next generation video games such as TurbO Dinosaur Hunter for the Nintendo 64 in the future.



DIG THIS

Hard-core gamers will be reminded of those classic Lolo games once they get their hands on the latest Game Boy project from Nintendo. Tentatively entitled Digger, this game just arrived at Pak Watch and it still doesn't have any English text. What it does have, though, is lots of fun, and that's a language any gamer can understand.

In Digger, you control a cool little mole who pulls, pushes and kicks objects. You can dig objects to a second level below the surface of a stage, then tunnel to a different part of the stage and pop back to the surface. The object is to blast the stone that blocks the exit to each area. You have an assortment of objects to work with and enemies who get in the way. Current plans put the release of Digger in October.



BATTLE RAGES

Bandai has been working on another Super NES game featuring the Mighty Morphin Power Rangers, but unlike previous action and fighting games, this title will be a racer, closer to Super Mario Kart. Pak Watch sources at Bandai have revealed that players will race as their favorite Power Rangers using Quadra Fighters, piloting the hover bikes over 15 courses. Although Bandai hopes to release the game as early as this July, it may not show up until early fall. We should have some pics in next month's Pak Watch.

TETRIS ATTACKS NINTENDO

Tetris Attack still has a few months to go before it reaches the store shelves of North America, but here at Nintendo of America, the fever has already struck. More than 300 of the employees at NOA entered the fray of the Tetris Attack Championship, and that didn't even include the Game Counselors, who were deemed too good to face the rest of the company. It's a good thing they didn't have to face champion Shoya Tanaka (pictured here) from NOA's engineering department, who blazed a trail of Tetris Attack glory through round after round of his hapless colleagues. The Call Center ran its own contest for Game Counselors and Phone Rags, which was won by Tom Horvath, who has since moved to the Product Evaluations Department. Yes, indeed, it pays to play. But more than that, the Tetris Attack Championship proved how exciting two-player puzzle games can be.



MAUI'S DEMISE

Disney Interactive reports that Maui Mallard has been renamed Mojo Rising. DI hasn't officially commented on the release of the Super NES version of the game, which Power checked out about six months ago. Although it's difficult to predict when or if the game will be released, the earliest date would be this fall.

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URBAN STRIKE

The connection between Black Pearl and Electronic Arts continues with Urban Strike for Game Boy. The version sent to Pak Watch represents less than 100% of the game, but it played pretty well. As in the Super NES Urban Strike, and previous Strike games, you command a military chopper along with a co-pilot/gunner/winch operator. Your job is to blow up military targets and rescue civilians and friendly agents. The sub-screen includes your mission data, maps and flight console. Black Pearl hopes to release the latest Strike game by this fall.



WILLIAMS MAKES THE GAMES

Williams Entertainment will continue to be a force to reckon with on the Super NES this fall when they release three new titles. Ultimate Mortal Kombat 3, as Pak Watch reported earlier in the year, will headline the Williams' lineup, but NBA Hang Time, based on the new arcade hit, should be an equally powerful title. According to Williams, the arcade game collected three times the business of the next largest hit in its test markets. NBA Hang Time goes beyond NBA Jam in the use of incredible moves from NBA players. The third title under development at Williams is more of a surprise, but a welcome one. Arcade Classics reprises a number of classic arcade games on the Super NES at a low price point of \$29.95. Arcade Classics will include

Joust, Defender I and II, Robotron and Sinistar. The arcade game translations will be perfect for the Super NES. The only thing missing is the slot for quarters. Mike Rubinelli at Williams



explained that the company feels that Super NES owners want a selection of A+ super titles and low-priced titles. Sounds sound to us.

RELEASE FORECAST



ARCADE CLASSICS
 BASS MASTERS CLASSIC, PRO EDITION
 THE BRAINIES
 COLLEGE FOOTBALL '87
 DONKEY KONG COUNTRY 3
 INCANTATION
 NINJA SUPER STARS
 THE LOST VIKINGS II
 MADON FOOTBALL '87
 MOJO SISING
 NBA HANG TIME
 RNL '87
 PINOCCHIO
 POWERS SANGESS ZEO, RATTLE SAGESS
 ULTIMATE MORTAL KOMBAT 3
 ZANEX THE REVOLUTION

FALL '88
 SUMMER '89
 SPRING '89
 FALL '89
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 FALL '88
 SUMMER '89



SOUND HIGH
 OSAGON NOPPES

SUMMER '89
 SUMMER '89



SATTLE ZONE/SUPES BREAKOUT
 DONKEY KONG LARG 2,
 OIOTO'S KONG QUEST
 USSAN STIKE

FALL '88
 FALL '88
 FALL '88

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CONTEST

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with

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Winning Run for
your Super NES!**



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One entry per person, please. All entries must be postmarked no later than July 1, 1995. We are not responsible for lost or misdirected mail.

On or about July 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 50:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after July 31, 1995.

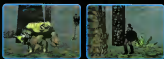
GRAND PRIZE: The Grand Prize Winner will win a trip for two to a Marine base game to meet Ken Griffey Jr. If under 18, the winner must be accompanied by a parent or guardian. Included in the prize are round-trip airfare, hotel accommodations, tickets to the game, a Ken Griffey Jr. autographed bat, and Ken Griffey Jr.'s Winning Run for the Super NES. The winner must provide a written release to NOA. Estimated total value of all prizes is \$5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliate, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

E3 REPORT

Catch the rest of the story on the latest N64 games featured at E3 Expo in Los Angeles. The July issue of Nintendo Power goes behind the scenes for an in-depth look at the most anticipated titles of the year.

Turok: Dinosaur Hunter

There is little to distinguish between the hunter and the hunted in murky mists of The Lost Land. Nintendo Power tracks down Acclaim's insiders and uncovers the latest developments on Turok: Dinosaur Hunter for the Nintendo 64.



TETRIS ATTACK

It might look like a typical puzzle game with flipping blocks and falling rocks, but pros at Nintendo can't stop playing Tetris Attack. Find out why gamers are dropping everything to play one of the best puzzle games ever.



BASS MASTERS CLASSIC PRO EDITION

Black Pearl presents another reel challenge in the Bass Masters series, Bass Masters Classic: Pro Edition. The new graphics, sound and the innovative "lure-cam," make BMC: Pro Edition the latest big catch in bass fishing games.



Best NES

- 1. Action Fantasy RPGs
- 2. The Adventures of Link
- 3. A Link to the Past
- 4. A Link Between Worlds
- 5. Adventure
- 6. Animal Crossing
- 7. Animal Crossing: Wild World
- 8. Animal Crossing: New Leaf
- 9. Animal Crossing: New Horizons
- 10. Animal Crossing: Pocket Camp
- 11. Animal Crossing: Happy Home Designer
- 12. Animal Crossing: New Leaf - Welcome Back Home
- 13. Animal Crossing: New Leaf - Happy Home Paradise
- 14. Animal Crossing: New Leaf - Welcome Back Home
- 15. Animal Crossing: New Leaf - Welcome Back Home
- 16. Animal Crossing: New Leaf - Welcome Back Home
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- 18. Animal Crossing: New Leaf - Welcome Back Home
- 19. Animal Crossing: New Leaf - Welcome Back Home
- 20. Animal Crossing: New Leaf - Welcome Back Home

Best PS2

- 1. Action Fantasy RPGs
- 2. The Adventures of Link
- 3. A Link to the Past
- 4. A Link Between Worlds
- 5. Adventure
- 6. Animal Crossing
- 7. Animal Crossing: Wild World
- 8. Animal Crossing: New Leaf
- 9. Animal Crossing: New Horizons
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Best Game Boy

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Best Game Boy Advance

- 1. Action Fantasy RPGs
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- 5. Adventure
- 6. Animal Crossing
- 7. Animal Crossing: Wild World
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Best Game Boy Advance SP

- 1. Action Fantasy RPGs
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Log on for info on the premier of N64 at E3



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